N64 MAGAZINE

NINTENDO 64! ● GAME BOY! ● GAMECUBE! ●

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NINTENDO UK ...answer your toughest questions!

PAPER MARIO

Nintendo's latest epic reviewed inside!



REVIEWED!

Star Wars: Battle for Naboo p40

Mega Man 64 p50

Scooby Doo p45

TIPPED!

Sin & Punishment p58

Donald Duck p62

WARNING - EXPLICIT SQUIRREL - WARNING - EXPLICIT SQUIRREL

FIRST UK REVIEW!

CONKER'S BAD FUR DAY

We tame the N64's sickest game!

PLUS! planet GAME BOY

SONIC THE HEDGEHOG p20



Sega arrive on Game Boy Advance – first pics!

LOOK! FLIP UP YOUR FREE DOUBLE GAME GUIDE TO SEE THE OTHER STUNNING GAMES INSIDE!

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ISSUE 53

It's true. You do lose some feelings with a condom.



Anxiety. Fear. Panic. Guilt. If you want these feelings to play a full part in your sex life, don't wear a condom.

Risk getting her pregnant. Risk catching an infection. Risk her refusing to sleep with you in the first place.

Risk it all being over before you've even started.

A modern condom isn't like the caveman contraception our ancestors had to wrestle with. It's thinner. Stronger. Better fitting.

It won't stop either of you feeling pleasure during sex. And it won't spoil your orgasm. In fact, it'll probably delay it (which could be more fun for you both).

What it will reduce is your anxiety. And hers.

Girls enjoy sex more if they feel wanted. And a whole lot more if they feel safe.

They like boys who understand these feelings. And are prepared to do something about them.

Carrying condoms and knowing how to use them doesn't guarantee sex.

But, if you do go that far, it can make it feel a great deal better.

sex

Are you thinking about it enough?

If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 28 29 30 or visit us at www.ruthinking.co.uk The call is free and confidential. Textphone (for people with hearing impairments) 0800 328 1651.

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64 MAGAZINE
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Issue 53 April 2001

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Annual subscription: UK Direct Debit £7.25 every 3 months, UK Cheque/Credit Card £29, Europe £37, Rest of the World £55
Subscriptions 01458 271124

Printed in the UK

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Next issue on sale Tuesday 10th April
To find out why it's going to be fantastic, jump to p96

WELCOME TO N64 MAGAZINE

At 100 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



Where heroes swear.

Things looked pretty bleak at the start of this issue. First, Andrea rang in to say she'd be off work for a bit, claiming she'd "fallen off something". Second, we realised we had just one PAL game to review – and it was *Scooby Doo*. Then, to add injury to insult, my teacup-sized foot blisters made a very painful reappearance.

But, by crikey, things have picked up since then. From nowhere, publisher THQ galloped to the N64's rescue and readied not one, not two, but *three* staggering games for a pre-Easter release. See what we think of two of them – Rare's shocking *Conker's Bad Fur Day* and LucasArts' *Star Wars: Battle For Naboo* – in N64 Arena, and look out for our review of the third, the lovely-looking *Indiana Jones*, next month.

Elsewhere, we've managed to interrogate the folk at the sparkly new Nintendo UK office, uncover Game Boy Advance's UK release date, *and* playtest the brilliant *Paper Mario*. And to top it all off, my blisters have shrunk to the relatively small dimensions of ping-pong balls. Bliss.

So, with such a packed issue, we're beginning to wonder if we need Andrea at all. Although The Big Stick probably has something to say about *that*. Anyway – enjoy!

Mark Green
DEPUTY EDITOR

Just look what we've got for you this month!



GO! GO!

N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

CONTENTS

Issue 53, April 2001



N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6

CUSTOM ROBO V2

Anime robopersons battle it out in this insane Japanese blaster. Find out how it plays!







CONKER'S BAD FUR DAY

Swearing, sin and squirrels in our massive ten page review!

N64 MAGAZINE Club 64

The ultimate reader service.

Starts on page 53









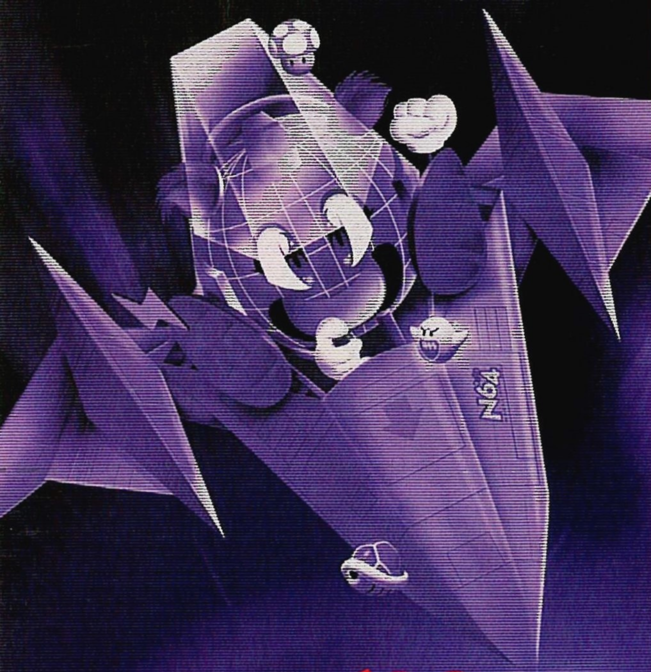
PAPER MARIO

He's back – and he's flat! Find out how Nintendo's latest adventure plays!

WELCOME TO NINTENDO UK



We go behind the scenes at Nintendo's newest office – and grill everyone we meet with your most pressing questions!



N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!



The Holo-Arena is where you test the dynamics of your robot before going into battle proper.

Looks like el fatso will have us overpowered this time round.



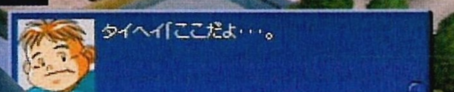
This is your bedroom, where you start your quest each morning.







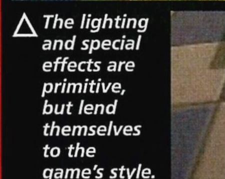
The graphics are nicely chunky.



Each building hides more opponents – and more opportunities to gain extra kit.







The lighting and special effects are primitive, but lend themselves to the game's style.

Although it looks very simplistic, it plays like a dream.





This robot spews out your fighter at the start of each round.

INFO BURST

CUSTOM ROBO V2

FROM:	Marigul
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?



TBA | TBA | Now

ANTICIPATION RATING

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 14!

GO! GO!





All the people surrounded in yellow bands are the townsfolk engaged in virtual battle. Best nick their wallets.



Check out the stats for the competing robots before each battle.



Big robots are excellent in close-quarter battles.

You can view your creation from any angle.



CUSTOM ROBO V2

robots in new guise

If you cast your mind back to N64/41, you'll probably remember our import review of the little-known *Custom Robo* from Japan. It's remained an office favourite to this day, periodically being whipped out of our bulging games cupboard for some frenzied mech-rumbling in the multiplayer mode – so imagine our delight as more *Custom Robo V2* details cheeked their way under the office door a few days ago.

Like the first game, *Custom Robo V2* places you in a cutesy RPG-esque world, and sets you off travelling from location to location, battling competitors by projecting your psyche into chunky polygon-based mech-suits. Now, while this doesn't *sound* like the most awe-inspiring premise ever, you soon realise that there's far more to *Custom Robo V2* than meets the eye. By battling it out with the characters in the game, you'll earn new robot appendages – lasers, projectile weapons, jetpacks and missiles – to add to your existing suit. And the more you fight, the better the kit that becomes available to you.

It's for this reason that *Custom Robo V2* promises to be such a charming little title. There are *hundreds* of different attachments and weapons to collect, which means you can essentially build yourself an entirely new robot for every battle, changing its performance as you go. Every weapon upgrade or robotic limb has its own subtleties which need to be balanced with the rest of your creation, so you'll spend hours trying out new weapons and robotic limbs until you have your kick-ass robot warrior just the way you like it.

In many respects, *Custom Robo V2* is very similar to *Pokémon*, although instead of collecting new monsters, you simply earn additional technology – and in the place of *Pokémon's* turn-based fights are stunning real-time battles in 3D arenas. These make up the bulk of the game, boasting simplistic, but no less gorgeous, anime-flavoured visuals that shift at an alarming rate. Each arena has loads of interactive scenery, like moving trains, ramps, and tunnels and platforms which can be used to hide behind or attack from. The super-smooth movement of the main characters is excellent, and you can really feel the difference that your upgrades and tinkering have on your creation, making the time and effort invested all the more rewarding.

Unfortunately though, it doesn't seem like a European release is on the cards, as the first *Custom Robo* never made it out of Japan. You can, however, play *CRV2* using a Passport Converter Cartridge v3 – the code is E93D0054-003F if you manage to get hold of a copy before we review it next issue. Needless to say, we're *very* anxious to get stuck into this.

VISUALS *Battles in 3D arenas make up the bulk of CRV2, boasting simplistic, but no less gorgeous, anime-flavoured visuals...*



There's loads of interactive scenery in each level – like this train – which forces you to vary your strategy in every battle.

TO BE CONTINUED... Get ready for our import review of *CRV2* next time around.

PLANET 64 NEWSDESK

The hottest news and the best new game previews!

QUICK JUMP TO ▶ POKÉMON CLUB p11 POKÉMON NEW GOODS p12 PREVIEWS p14



11th June for USA GBA

And Gamecube's gathering pace, too.

It's official: Game Boy Advance will land on US shores on 11th June. That's a full month ahead of the expected date – and Nintendo UK have assured us that they'll be pulling out all the stops to try for exactly the same launch date in the UK.

The next-generation handheld will arrive on that heady day in summer in three colours – violet, white and clear purple – complete with a phalanx of at least 15 games, from *Super Mario Advance* and *F-Zero* courtesy of Nintendo themselves to *Bomberman Story* and *Pac-Man Advance* from third parties. Even more staggering is the news that Sega – who've recently decided to abandon manufacture of the ailing Dreamcast console – have at least two titles lined up for launch day, including the first *Sonic the Hedgehog* game ever to be seen on a Nintendo machine. Take a look at the story opposite, and Martin's report on page 20, for more on that.

The release date for the UK and the rest of Europe won't be decided until after the Japanese launch on 21st March. "We're waiting to see how the launch goes over there and how many GBAs they'll need," says Shelly Friend, Nintendo of Europe's Head of PR.

"We're still aiming to bring GBA to Europe at the same time as the US, but if we announce a release date now and change it later, we'll be crucified."

In the meantime, Game Boy Advance's big brother, the Gamecube, is steamrollering towards its own launch date. Rumours of a 30-day delay in the US have been scotched, as Nintendo of Canada kickstart the marketing campaign by sending fold-out posters to retailers, proclaiming both GC and GBA to be "The *Real* Future Of Gaming". Nintendo UK have confirmed to us that an official UK release date won't be announced until 18th May – the day before the E3 games expo in Los Angeles – but ever-increasing gossip is signalling an April 2002 appearance at the earliest.

As the hype builds, so does the mountain of developers committing to the two consoles. Japanese coders Natsume describe a *Harvest Moon* for GC and GBA as "a safe bet", and movie-licensed games are rapidly becoming the next-generation consoles' specialty, with Terminator, Blade, Robocop and The Matrix all rumoured or confirmed to be in development. Most intriguingly, *Final Fantasy* creators Squaresoft are attempting to patch up their feud with Nintendo – Square-owned 'Digicube' stores in Japan are now selling Game Boy software for the first time – but see what Hiroshi Yamauchi has to say about the Square situation just over to the right.

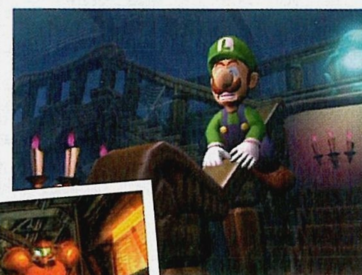
As per the norm, solid facts on the Gamecube are a good few months away. But for the latest gossip, keep your eyes on these very pages...



△ Yep, it's the official GBA box – more or less.



△ Here's our very own Paul modelling the very latest in handheld accessories. It's a real beauty – and just three months away.





△ Gamecube edges closer to launch – only a few months now...

SHORT CUTS



NOT EVIL

A report from America's Surgeon General has found that videogames are in fact *not* the corruptors of youth they're reputed to be. Commissioned by then-President Clinton in April 1999 after the Columbine massacre, the report found that only adolescents predisposed towards antisocial behaviour are affected. In fact, competitive gaming is seen as encouraging aggressive thinking, which of course is the cornerstone of the American capitalist ideal.

COMPUTER LOVE

Everyone knows that game fans never find true love, so Nintendo have graciously teamed up with ETOnline.com and US pop-psychologist Dr Joyce Brothers (right) to run a compo to judge the most heart-breaking story of Valentine's Day misery. Mind you, by the time you read this the competition will have closed – but you'll be able to see the results at www.etonline.com/html/contests/nintendo/contest_nintendo.html

The winner picks up a survival kit containing games, choccies, a self-help book and a box of tissues. Bless.



CREATIVE GENIUS

There's a new awards ceremony in town, and it's run by the online arm of Electronics Boutique. The awards, held last month, are designed to honour the most creatively rewarding efforts of the year. *Majora's Mask* picked up Best Adventure Game and *Perfect Dark* was rewarded with Best Shoot-'em-up. Not a bad result, all told. *PD* was just a hair-trigger's breadth away from Best Game of 2000. Ponder that.

Sega's plot thickens

Sega RPG for Gamecube?

As Kittsy reports in Planet Game Boy (p20), Sega have already committed themselves to GBA development after ceasing manufacture of the Dreamcast last month. But that's far from the end of the story.

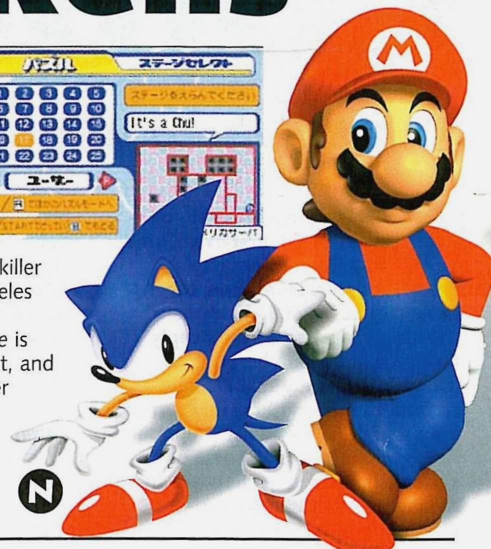
The advanced state of *Chu Chu Rocket* in screenshots suggested that Nintendo and Sega had been holding secret talks for some time – and, sure enough, it didn't take long for Sega's Corporate Chief Operating Officer, Tetsu Kayama, to admit that they'd been in possession of dev kits for GBA *and Gamecube* for some time. "We had already settled negotiations with other hardware makers by last November," he said. "Now we already have development tools for Gamecube up and ready to go."

Since then, it's been all but officially confirmed by Sega that there's a joint Sega-Nintendo RPG in the works for Gamecube – an RPG that was first hinted at in rumours as far back as September. If those rumours are true, the game's called *Nintendo and Sega: The Dream Comes True*, stars all of the two company's best-known characters – from Mario to Yoshi to Sonic and the Virtua Fighter kids – and will launch this Christmas. Expect this gobsmacking game to be unveiled as one of Gamecube's killer titles at the E3 show in Los Angeles this May.

Whether *Dream Comes True* is also on its way to the Dreamcast, and if Sega are working on any other Gamecube games, is anyone's guess – with news this incredible, *anything*'s possible. You can rely on us to keep you posted, though.



First Sonic and Chu Chu, now an RPG. Cripes!



Yamauchi speaks

Grumpy chairman dishes dirt.

In the run-up to GBA's launch, Nintendo of Japan's terrifying President, Hiroshi Yamauchi, has offered some fascinating nuggets of Ninty info.

Most intriguing was his mention of a previously unannounced game. "Right now, Nintendo's development teams are working on the creation of a totally brand-new type of game," Yamauchi claims. "It will tie together the Gamecube and Game Boy Advance, and our goal is to introduce this product during the Christmas rush of 2002." The president also reaffirmed that his company are determined to avoid missing release dates in future. "We won't be able to get user support [for Gamecube] if we continue to release games on the brink of missing release dates."

After dissing Bill Gates ("He does not know games."), Yamauchi responded to rumours that Square might develop for Gamecube and GBA with "Square are free to say what they want, but there are no plans for a contract, and the chances that there will be one in the future are low." Scary man.



Stare at this pic for too long and you'll turn to stone.

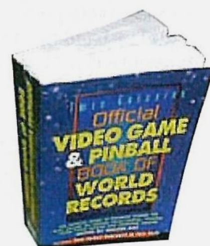
Score!

Make your mark in videogaming history.

Conquered Skill Club? Beaten off all comers in I'm The Best? Don't relax just yet – a new gaming challenge has arrived, and it's one that'll pit you against millions of N64 gamers the world over.

Twin Galaxies, the Official World Referee and Scorekeeper for the videogames industry, is on the hunt for high-score heroes. Their colossal 1,200 page book, the Official Video Game & Pinball Book of World Records, lists records for every game from *Pac-Man* to *Quake* – and they're looking to expand its contents with high scores and best times from owners of existing consoles, including N64 and Game Boy. "It's very possible there are gaming superstars who have been overlooked in the past," says Walter Day, Chief Scorekeeper. "So we invite the public to come to our website and nominate highly talented players for inclusion in the book."

So, if you reckon you're a world-class gamer, visit the Twin Galaxies website (www.twingalaxies.com), or email your achievements to scores@twingalaxies.com. And best of luck!





Go on – grab your chance to join the videogame hall of fame.



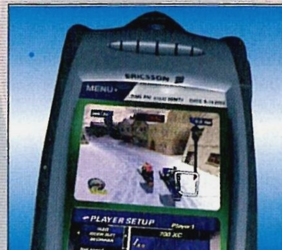
HAM IT UP

Cripes. More lunacy from the land of the rising sun. A Japan-only hamster-rearing game is appearing from Culture Brain. *Hamster Monogatari 64* will allow the lucky player to nurture their pet, train it and then race it against other furry, tailless freaks. Traditionally, hamster games sell by the bucketload in Japan. The jury's out on whether a chart-topping single will follow.



GBA DEAD

Well, not really. But that's the aim of some mysterious bods working on a project nicknamed Red Jade. $7 million has come from technology firm Ericsson to fund this enigmatic handheld super-beast, which has managed to bag the services of R J Mican, the man responsible for the powerful Atari Lynx. Technically, it looks like a real monster, potentially displaying near N64-quality graphics. But will it depose GBA? Doubtful in the extreme, we reckon.



△ *Our mock-up of how Red Jade might look. Maybe.*

OFF THE STREETS

Running somewhat contrary to the recent report on videogame violence mentioned on the previous page, police officer Dan Huck of Wilmette, Illinois has taken it upon himself to clean up the streets. Local game merchants are being offered discounts or raffle tickets in exchange for violent games handed in by penitent gamers (smirk). "We're simply going to destroy them," says Huck of his plan.

Color show

GBC photo winners hit the big time.



These guys looked rather natty in their section-themed suits. Look lively! ▷

Last issue we brought you news of the first ever Game Boy Color Photography Awards. Since then, the award ceremony has been held at the Candid Arts gallery in the deeply fashionable London borough of Islington. From the tantalisingly sensual to the unfathomably surreal, the pics by the 30 finalists represent a fusing of the minds of some of the nation's finest young snappers and a Japanese corporation's mind-infiltrating business sense.

It was an intriguing event, heaving with excitable photography students and glad-handing PR types. The enterprise is part of Nintendo's cunning publicity wheeze, The 2001 Style Campaign, headed up by PR firm Cake Media. The campaign's aim is to pitch the Game Boy (and its Advance offspring) towards the twenty-somethings who can frequently be spotted enjoying a bit of *Pokémon* on the Tube. We chatted with Nintendo of Europe's Head of PR, Shelly Friend, over a swift flute of champers. In no uncertain terms, she exclaimed, "We're back!" Certainly, Nintendo's next-generation hardware needs to be targeted across the board in order to thrive, and Sony wrote the book on how to make their games machine 'cool', so Ninty have got to play them at their own game.

The students were charged with producing an image under the banner of one of the colours of Game Boy and its associated 'feelings'. Some of the more startling images came from the Cerise (Passion and Lust) and Yellow (Brightness and Madness) categories. Gallery guards stood alongside each section nattily attired in suits made half from conventional grey material and half from the colour which they were superintending. Dotted hither and yon and capturing a lot of attention was Helen Richards' curious footwear, as featured in issue 51. Apparently she's been getting a lot of interest from Japanese women whose feet are too small to make GBC-adorned shoes for...

First prize of £2,500 went to Paul Abbit of Falmouth College of Arts. Paul confided to us later in the evening that he was hovering between taking his missus on holiday and upgrading his camera. Choices, choices... His Cerise-themed shot sought to capture the idea of furtively enjoying a bit of gaming action. Falmouth's Thomas Butler picked up a second prize of £1,500, while a shot of a nude man in Lincoln train station's waiting room by Daniel Moulding from De Montfort University picked up a cool grand. All thirty finalists snaffled a copy of *Mario Tennis* and a Game Boy Color to play it on. Can't complain.

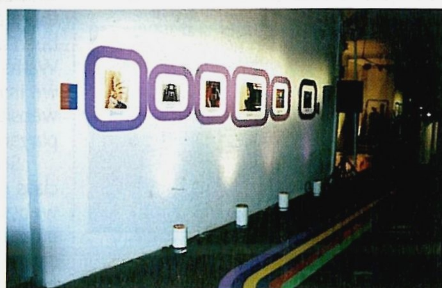


△ *Shoes in full effect, courtesy of our old mate Helen Richards.*

The winning shot. Some of the others were far too saucy to print... ▷



△ *The organisers of the awards really went to town, dolling the place up a treat.*



The photos were grouped by their inspirational colour. ▷




Nintendo World Pokémon Club

WIN! Turn to the page for our regular round-up of Pokémon-related goodies, plus the chance to win a Pikachu zipper!



Turn to this page every month for the latest Pokémon news!

April 2001

62 Credits

CELADON TIMES



The Pika Paper for Pokémon!

POST-MODERN POCKET MONSTERS

The third Pokémon movie is on its way – and with a plot so twisted it could rival The Matrix, it looks set to become the finest instalment to date.

The film features a girl called Meii who, orphaned at an early age, inherits an enormous estate, on which lies a mysterious tower. It's not long before Unown makes an appearance, drawn to Meii because of its relationship with her father. It longs to help her forget her loneliness, and sets out wrapping the tower and the surrounding estate in a magical crystal formation.

This crystal distorts reality for Meii and helps her forget the past by granting her every wish. Everything, it seems, is fine. Until, that is, she asks for a mother. Here the plot takes a rather freaky turn of events: in granting Meii's wish, legendary Pokédog Entei – who also turns out to be Meii's father (?) – captures Ash's mum to take to the girl. As a result, the matriarch's perception of reality is greatly affected and she becomes the estate's slave.

Miffed at the fact that a hairy fire-mutt has scarpered with his mum, Ash enlists Brock and Misty to go and sort the whole thing out. Needless to say the results are nothing short of spectacular, culminating in a finale which will have your brain melting out of your ears.

The English version of the movie is due out in the US this spring – and we just can't wait for it to reach Blighty...

▽ Blimey – could this be the end of young Ash? Let's hope not.





△ The animation in the third movie should be better than ever. Bonzer.



△ Expect a major marketing campaign upon the UK release.

Burn, Poké, burn

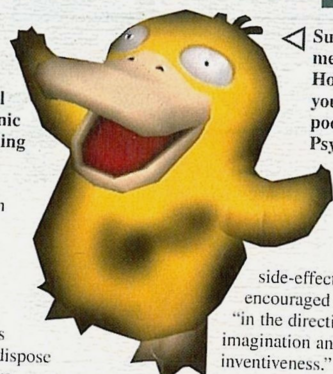
Oh dear. It seems that evil little Pichu and his satanic cohorts have been invoking the wrath of the church – again.

Father Ramon Hernandez of Mexico City has asked the children of his congregation to bring their Pokémon toys and magazines to church so they can be ritually burned, thus saving the kids' impressionable souls.

Apparently, Pokémon products "contain subliminal messages that dispose children to evil" and the critters have caused "physical and mental damage to several young people" – a bit of a contradiction to the opinion of those Pokéfans in the Vatican then, who claimed that Pokémon "had no moral side-effects" and encouraged children "in the direction of imagination and inventiveness." Hmm.

As a result of these wise teachings, over 100 children will take part and burn the cute creatures to cinders in the hope that they can grow closer to Jesus.

We wish them the best of luck.



◁ Subliminal messages? How could you accuse poor Psyduck, eh?

Crystal coming?

That's right folks, the unexpected has happened. *Pokémon Crystal* was only meant for a Japanese release due to the cross-compatibility of their mobile phone network and peripherals. But it seems that Nintendo have given it some thought and have decided to bring the game out in the US. With this in mind then, there's every possibility that it will make its way over the Atlantic to Europe.

It's still unknown whether or not the game will actually utilise the mobile phone adaptor, as there are still no plans to release *that* anywhere other than Japan. Either way, we're still one step closer to finding out. If *Crystal* does appear here, just don't expect to see it any time soon.



△ There are no new Pokémon in *Crystal*, but plenty of fresh battles.

◁ One of the new villains in *Pokémon Crystal*, we'll wager. Quite the dandy.

POKÉMON NEW GOODS

YOUR MONTHLY ROUND UP OF ALL THINGS POKÉMON!

PIKACHU MONEY-BOX WITH CHOCOLATE BALLS

Warner Stores • High St • £8.00

Well, would you believe it? *Another* plastic Pikachu. There isn't a day that goes by lately without at least one of the little tykes poking their head out of our postbag. But oddly enough, we're not too miffed this time round. Why? Because he's got a belly full of chocolate balls, that's why – and very tasty they are, too. Not only that, but once you've stuffed your fat face with sticky brown goodness, you'll have yourself a tasteful yellow ornament for your bedroom that serves as an ample-sized money-box to put your pennies in. Save enough and you'll be able to purchase all the choccy balls your heart desires.

80%

POKÉMON ZIPPER PULL

Warner Stores • High St • £3.50

Get this – apparently you can "put your zipper pull on belt-loops, handbags, lunch-boxes and briefcases, just about anything that's *fun and exciting*". Perfect for those worrying folk who find briefcases "fun and exciting", then. Despite this rather dubious selling point on the packaging, this isn't half bad. It's basically a little stuffed cotton Pikachu with a whopping great plastic clip on it – that way you'll always be able to find your zipper whenever you need it, saving you priceless time getting ready in the morning. We can hardly contain our excitement.

79%

POKÉMON VITAMINS

Sundown • Chemists • £5.99

What next? Pokémon suppositories? Not content with domination of the entertainment industry, Pokémon have branched out into healthcare. Don't give up your day job, though, Pika – these are blimmin' nasty. Imagine our delight when we received them: feverishly wrestling with the cap, pouring out the Pokémon-emblazoned sweet-like forms and popping them into our mouths. After the initial pleasant fruity surprise wore off, we were left with a moisture-sucking, chalky ordeal which had the entire office camped out by the water cooler. We're not sure which is more worrying – the fact that they taste awful, or the way that people keep asking for more. Either way, we're not particularly amused.

68%

GYM CHALLENGE THEME DECKS

Wizards of the Coast • High St • £8.99

It's about time we had some new theme decks coming through – thankfully, this month we have two. First up are the Gym Challenge Theme Decks, which comprise four different sets for each Boss. Giovanni, Sabrina, Koga and Blain are the masters of the different decks, and each has their own speciality Pokémon and cards within each pack. These are far and away the best theme decks available and are not only great starter decks – which for once actually pack some clout – but also an excellent way of bolstering your own existing deck.

87%

GYM HEROES THEME DECKS

Wizards of the Coast • High St • £8.99

The second set of theme decks this month are the opposing force to the Gym Challenge Decks. The four packs are designed around each 'hero' – Misty, Brock, Lt Surge and Erika – along with their favourite Pokémon types and corresponding energy. Although not quite as powerful as the Challenge Decks, there are some excellent cards here that make this the perfect choice for the beginner. For players wishing to boost energy-specific decks, the two worth noting here are Misty's Water-packed deck and Lt Surge's Lightning based deck – both are well balanced and contain some great individual cards.

85%

POKÉMON MICRO PLAYSET

Argos • High St • £7.99

Ah, bless! What more could you ask for than a little plastic interactive lunch-box-style affair which folds out to reveal a sweet Pokégarden on one side and a battle arena on the other? There's a plastic Psyduck and Nidoran to go with it too – and, as luck would have it, it's got a couple of plastic trees with pink fruit on. Will the fun *never* end around here? Actually, this really is rather sweet and, at a genuinely affordable price, it'll make a top prezzie for the younger Pokémon enthusiast in your family. Nicely.

85%

WIN! A POKÉZIPPER!

That Pokémon zipper-pull taken your fancy? Here's your chance to pick one up for free! The first correct answer pulled from Steve's sock gets this cute zip-opening/closure-facilitator.

Which dog-like Pokémon stars in the third Pokémon movie?

a) Wooper
b) Marrill
c) Entei

Send your answer on a postcard or sealed-down envelope to:
"Zip it!" Competition
N64 Magazine,
30 Monmouth St,
Bath,
BA1 2BW

Entries must reach us no later than 19th April.

GET PAID TO PLAY!



THE RAF GIVES YOU A SPORTING CHANCE.

Having been on the business end of Andrea's Big Stick™ on multiple occasions, it's hard for us to imagine anyone's boss actually encouraging them to play around. But that's exactly how it works for a young man named Gerry Armstrong.

Gerry plays Forward position for the Oxford Devils, a basketball team that's currently top of Division One in the National League. But he juggles his sport with his proper job as a Propulsion Technician in the Royal Air Force – and he's also a member of the RAF Basketball Association. Along with Keith Kelly, Point Guard with the Devils, he's given Nintendo's excellent *NBA Courtside* a whirl, to let you know if it makes hearts race and adrenaline pump like the real thing.



It's all blokes on this page – but women are equally welcome.

"This game is great fun and the graphics are cool," says Gerry. "But I don't think any videogame could measure up to the buzz I get from playing real-life b-ball. I'm lucky because the RAF pushes me with basketball, making sure that just because I'm working, I don't have to give up the sport I love. Through the RAF Basketball Association, I can train alongside my career."

Sport promotes fitness and team spirit – two things the RAF values. So, if you join, you can take up more or less any sport, from football to fencing to snowboarding – the choices are endless.

As part of that commitment to supporting youth sport, RAF Careers is sponsoring the England Basketball Junior and Cadet Leagues – and this year's biggest event in the calendar of both Men and Women's Leagues is the RAF Final Fours, taking place on 21st-22nd April at RAF Cosford. Why not head over and feast on the action?

And if you want to play *and* get paid, you'll be 'game on' with the RAF. They offer over 70 different types of job, the opportunity to develop skills for life – and the time to play sports you love. If you think you've got what it takes to rise above the rest, call RAF Careers on 0845 605 5555 and quote BBN64/1, or log on to their website at www.rafcareers.com.

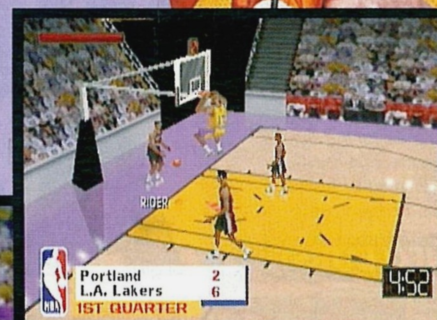
The Royal Air Force values every individual's unique contribution irrespective of race, ethnic origin, religion, gender, sexual orientation or social background. However, for reasons of combat effectiveness, women cannot join the RAF Regiment.

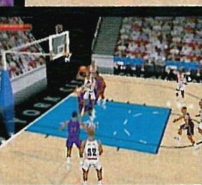




"The graphics are cool," says Gerry – and he's absolutely right. NBA Courtside is a real corker.







Grab your chance to get airborne – on the basketball court, or inside a roaring fighter jet.



Who knows – you could see Gerry himself in NBA Courtside 3.



PLANET 64 COMING SOON

Updating you on the N64 games of the future

QUICK JUMP TO  ANIMAL FOREST p16 · POLARIS SNOCROSS p17 · NINTENDO NET p17

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

Looks a bit off.
Visually, Backstage Assault *isn't* No Mercy*-beating, but the moves are fantastic. Just watch a beefy bloke being thrown against a wall and try not to giggle.*



Only two players?
Mmm. But there are a wealth of play modes for you and a buddy to enjoy – including the superb Human Torch mode, where the first rassler to set their opponent ablaze wins.

Create-a-wrestler?
Naturally, although it's very similar to the custom fighter mode in Mayhem. Green-haired leotarded blimps, here we come!

INFO BURST

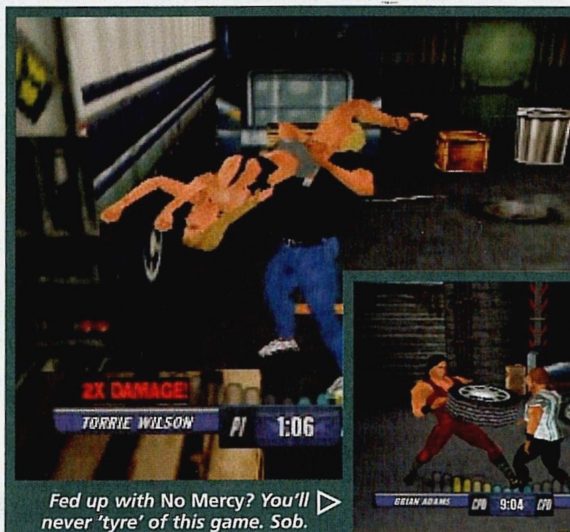
WCW BACKSTAGE ASSAULT	
FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

ANTICIPATION RATING





Fed up with No Mercy? You'll never 'tyre' of this game. Sob.

The wrestlers' limbs wobble worryingly, but otherwise the animation is top-notch throughout.

Oh, dear. This kind of thing is more suited to the likes of Conker's BFD.





Yep, you can even rumble with the rassler of your choice in the backstage bathroom.

WCW Backstage Assault

So that's where Hulk Hogan went...

After the *WWF No Mercy* debacle, grappling fans are in desperate need of an up-to-date rassler that won't throw in the towel when you try to save a game. *WCW Backstage Assault* could well be that hero.

EA's game racks up some impressive stats – well over 50 wrestlers, around 800 moves, 40 weapons to club your opponent over the head with – but it's *Backstage Assault*'s seven arenas that most catch the eye. They're all based *outside* the ring – in gyms, toilets, changing rooms and even the back of trucks – and, as a result, fights border on the illegal. Rivals can be thrown against walls, set on fire with blazing planks or critically injured with flying metal dustbins, and there's a gushing of blood throughout that's sure to have US censors furrowing their brows.

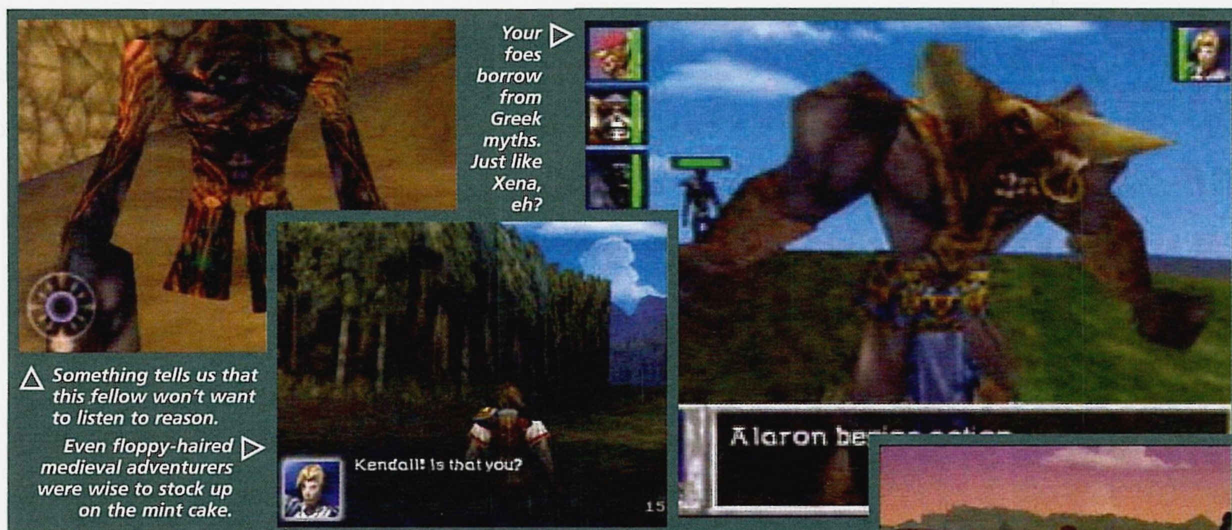
It's unlikely that *Backstage Assault* will see a UK release – but Passport owners should have no problems persuading their UK N64s to run an import copy. Full review next month. 



The old 'jump from crate onto belly' move. Never fails.



Freaks to rival Game Boy Gallery, courtesy of WCW's create-a-rassler.



Your foes borrow from Greek myths. Just like Xena, eh?

Something tells us that this fellow won't want to listen to reason.

Even floppy-haired medieval adventurers were wise to stock up on the mint cake.

You can run right over to the hills on the horizon. Lovely stuff.

Aidyn Chronicles

THQ's final N64 game draws nearer...

This long-awaited RPG from the developers behind *The New Tetris* is unfortunately still languishing in development hell. But if *Star Wars*, *Indy* and now *Conker* are anything to go by, publishers THQ will *ensure* that *Aidyn Chronicles* arrives on these shores.

Much more a traditional RPG than the likes of *Zelda* or (shudder) *Holy Magic Century*, *Aidyn* stars a troubled floppy-haired warrior, a breathtakingly vast landscape of hills, forests and seas, and innumerable bloody battles with the kind of brainless ogres and screaming harpies that'll have *Dungeons & Dragons* fanatics salivating. It's not all hacking and slashing, mind – developers H20 are promising a plot to rival Square's much-loved *Final Fantasy* series, and an intriguing day/night system that promises a different experience every time you switch the cart on.

Perhaps *Aidyn*'s greatest strength is the sheer amount of control you're given over every detail of the game. Your party of wizards and warriors can be arranged and customised for maximum battle efficiency; the effects of the spectacular spells can be tweaked; and battle experience and new weapons can be distributed between combatants as you see fit. This is a game that should rival the comprehensiveness of *Starcraft* or even *Ogre Battle 64*, and the visuals throughout threaten to give even *Majora's Mask* a run for its money.

Aidyn might have suffered a *Conker*-rivalling series of delays, but that's a side-effect of H20's seriousness about perfecting the game for the role-playing hardcore. And given THQ's current record, we could well be seeing *Aidyn Chronicles* sooner rather than later. Watch this space...



Hard to believe the folk behind The New Tetris created this.

Aidyn features spells to rival Final Fantasy and friends.

Q & A

Not for kids by the look of it.
Correct. H20 are deliberately aiming Aidyn's emotional plot and turmoiled characters at a more mature market – it should prove the perfect complement for Silicon Knights' scary Eternal Darkness (should that ever get released...)

Involving fights?
You're given some freedom of movement, despite the turn-based system – and with features as diverse as hill gradients, ranged weapons, character strength and spell power affecting the outcome of battle, you'll be kept on your toes.

How many hours of play are there?
Around forty. But there are points in Aidyn where your choice of action will determine the outcome of the entire game – so you'll be itching to go back and try different things after you've been through the game once.



But what then?
With H20 hinting that they designed Aidyn as a prequel, you can bank on Aidyn Chronicles 2 cropping up on a Gamecube near you.

INFO BURST

AIDYN CHRONICLES

FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
March	2001	TBA

ANTICIPATION RATING

GO! GO!

Animal Forest

All set to be an animal cracker.

In the manner of all things Miyamoto, *Animal Forest*'s Japanese release date has slipped. But as these new screens show, this endearing 'family communication' game is looking better and better with every development day that passes.

Uniquely, *Animal Forest*'s shifting release date affects more than the mood of impatient Japanese gamers – it'll also determine what the game will look like come launch day. A teensy clock embedded in the cart means that the bewitching forest changes time and season in sync with real life. That directly affects play – in summer, for example, you'll be able to angle for fish in a colossal lake; in winter, the water will be frozen over. Your animal friends will only come out to play at certain times, too – bang on the door at 3am and they probably won't be best pleased.

We're brushing up on our Japanese in readiness for our review of *Animal Forest* – be here in two months time to see Shigsy shine.

INFO BURST

ANIMAL FOREST	
FROM:	Nintendo
CART SIZE:	TBA
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?



TBA / TBA / April

ANTICIPATION RATING: 5/5



△ We're not sure what animal that is.

It's Stationmaster Simian! We guess. ▷

△ Kanji-reading skills are a prerequisite.

△ What's this scaredy-cat have to say?

△ Here's all the stuff you own. Tasty.

Q & A

What's this 'family communication' business, then?
Shigsy wants individual members of a family to play at different times of the day, then share and discuss their experiences of Animal Forest. Yep, we kid you not.

Plenty of animals in this forest?
Animal Forest's menagerie of chatty residents includes ducks, raccoons, goats and cats. If you choose your words carefully as you natter away to them, you'll strike up some useful friendships.

Useful? How does that work?
Some of the animals you meet will offer you part-time jobs, such as fishing, chopping down trees or collecting plants. With the money you earn by doing these jobs, you will be able to buy new bits and bobs for your little house, like a CD player or maybe a new bed. Cute, eh?

Derby Stallion 64

Giddy up, horse-san!

Oh, my. John McCrirricks of the world, rejoice – the horse-racing management sim you've been waiting for has finally arrived! We freely admit that you might be reading this on April Fool's Day, but we promise that this one's for real.

Derby Stallion's certain never to be seen outside Japan, and it's for import freaks only. That said, it's a pretty comprehensive look behind the scenes of 'the turf'. You can buy and sell nags, train 'em up, race 'em, breed 'em (steady) and so on. The jury's out on whether you have to put a bullet in the head of a fallen gee-gee, though.

The state of play at the moment is that the game's mostly finished. Despite its specialist market, *Derby Stallion* should shift more than a few copies in Japan, since recent titles have been doing quite respectably. We'll have more on this intriguing little runner as it approaches the winning post.

INFO BURST

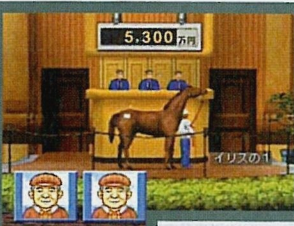
DERBY STALLION 64	
FROM:	Media Factory
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

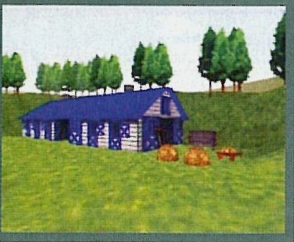


TBA / TBA / Spring

ANTICIPATION RATING: 3/5



△ Isn't she lovely? And something of a snip at 5,300 Yen.



You can wander your stables at leisure. ▷



△ Take care. If your most precious mare catches a cold, you'll be sorry come the Grand National.



△ By far the best bit of the game – the races themselves. Go, Dobbin, go! Oh, he's lost...

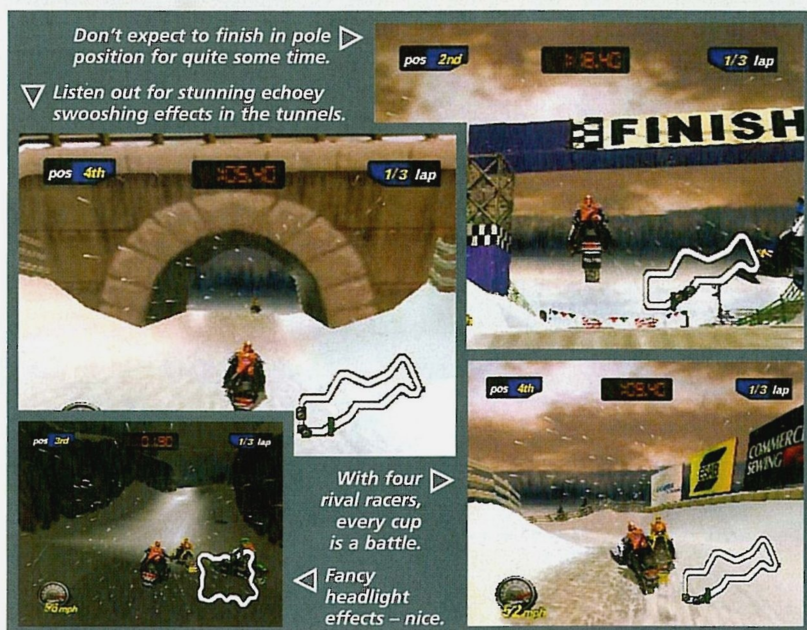
Can you control the race, too?
Nope. Just like a footie sim, you take care of the details up to the race, then let fate take its course.

Sounds dull.
The experience should be made more interesting in the multiplayer mode. Up to four people can store their data on the cart, so you can race your carefully-trained thoroughbred against your chum's bronchitic pony. A good evening's entertainment and no mistake.



Worth importing?
Hard to say, really. There's likely to be vast quantities of Japanese text, which could make the game difficult to understand.





Don't expect to finish in pole position for quite some time.

Listen out for stunning echoey swooshing effects in the tunnels.

With four rival racers, every cup is a battle.

Fancy headlight effects – nice.

Polaris SnoCross

How to break into snow business.

Attempting to combine *Wave Race* with *1080° Snowboarding* is a job that even Nintendo might struggle with. But Vatical, bless 'em, are gearing up to attempt the impossible with *Polaris SnoCross*.

There are twelve tracks to negotiate on your nippy snowmobile, each with a series of downhill gradients that stray worryingly close to vertical. The craft handle much like *Wave Race*'s jetskis – turning fairly grudgingly by default, but able to veer sharply if you wrench back on the analogue – and there are conveniently-placed logs, chasms and trees to wrap yourself around if you mess up. Add to that some spectacular *Excitebike*-style leaps that are sure to send your heart racing, and *Polaris* isn't looking half bad at all.

A finished copy of *Polaris SnoCross* arrived in the office just too late for a review in this issue – we'll be benchmarking this against The Big N's finest racers in **N64**/54.





Handling's the only thing that could let SnoCross down.

Courses to rival 1080°'s. Ooh, yes.

These stunning Excitebike-style stunts are a simply superb inclusion.

Q & A

Who are 'Polaris', exactly?
They're the folk who fashion the world's best snowmobiles. Vatical have licensed 12 of their vehicles for use in SnoCross – although, worryingly, the game randomly chooses which you'll drive for each race.



Fun with friends?
Erm, no. Vatical have apparently forgotten to put a multiplayer in. However, unlike the similarly snow-based 1080°, you can race against up to three rivals in solo mode.



And snow?
Plenty. Customisable weather effects mean you can venture out into a blizzard should you so desire.

UK release?
Doubtful – especially as Vatical have just cancelled two projects in the US. Still, keep those fingers crossed...

INFO BURST

POLARIS SNOCROSS	
FROM:	Vatical
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

ANTICIPATION RATING: 3/5

NINTENDO NET





As we draw ever closer to GBA's Japanese release date (21st March, people), the floodgates are opening for Nintendo's plucky new handheld. It's going to be the biggest console ever – at least, it will be, given the huge amount of news flying around about its games.

Just look at **Rayman Advance** – granted, Rayman's not the most endearing of characters, but Ubi Soft have let slip plenty of screenshots for this first of *seven* games they've got planned for GBA, and, as you can see, it looks gorgeous.

But it's not all GBA. The humble N64 has been in the news too, most notably because the president of Japanese developers Treasure stated that **Sin and Punishment** was always meant for a US release – and by extension, a UK release, too. We live in hope! Less uplifting, though, is the news that Vatical's **Seadoo Hydrocross** and **Carnivale** have both been cancelled. Oh well.

But all this pales into comparison with the news that the Gamecube **Metroid** will be a *first-person shooter*! Allegedly, Nintendo were unhappy with the way Retro Studios' update was going, and ordered a change from the more traditional third-person, side-on affair to a **Perfect Dark**-style view. How they'll manage to make one of Nintendo's best-loved games work in this state, though, is another matter entirely. For instance, how are they going to handle Samus turning into a ball?

But we reckon Retro Studios had better make sure that it *does* work well – they've just had to lay off 20 people and cancel production of two Gamecube games, **Football 2002** and **Thunder Rally**. Not that you'll be seeing **Metroid** anytime soon; at the recent New York Toy Fair, Gamecube was billed with a November 2001 US release...

Have a good month!

Jes Bickham
Editor, Nintendo Channel
Daily Radar UK
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N64 presents  planet

GAME BOY



...VIEWS AND TIPS FOR YOUR GAME BOY
...POCKET, CAMERA AND PRINTER

REVIEWED THIS ISSUE!

LITTLE MERMAID PINBALL



page 29

Nintendo's Disney-themed pinballer arrives on Game Boy Color. But will it sink or swim?

ROAD CHAMPS

page 30

Champ or chump? We graze our knees road-testing Activision's funky new BMX sim.









POCKET SOCCER

JUST HOW BEAUTIFUL A GAME IS IT?



PLUS!

• Plus reviews of...
Player Manager 2001 • Alice in Wonderland • Aliens
• Game Boy Gallery
Back once again with the ill behaviour!



ISSUE 28
April 2001

Welcome to Planet Game Boy

Sega and Nintendo… Who would have guessed? Well, we all should have, really. The biggest surprise is that it took Sega so long to swallow its pride and ditch the home console division that scored one big hit with the Mega Drive before sinking into a predictable rut, churning out unwanted add-ons, battery-devouring handhelds and a couple of next-gen consoles blessed with tons of superb games but hardly any users to appreciate them.

So now that Sonic, the same upstart hedgehog who dared to take on Mario less than ten years ago, is set to sell himself on Nintendo's (and everybody else's) hardware to save his parent company, could the same thing ever happen to any of Shigsy's creations? Can Sega's influence propel PS2 beyond its current status as a DVD machine that also plays a couple of games? Will *Planet Harrier* turn XBox into something more than just the next 3DO?

Probably not, in my opinion. Although a multi-format Sega has more than enough weight to supplant EA as the world's biggest third-party publisher, I've got a sneaking feeling that the biggest proportion of the best Sega properties are, in the long term, going to appear exclusively on Ninty machines. The two Japanese games giants share a common history, and Mr Yamauchi's recent downbeat statements about Gamecube suggest that Nintendo would welcome a partnership with Sega. Call it a hunch. Cut out this column and remind me about it in a couple of years if I'm wrong. But if I'm right…

Martin Kitts, Editor

planet GAME BOY
Planet Game Boy, N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.
Issue 28, April 2001
Editor: Martin Kitts
Contributors: Mark Green, Andrea Ball, Geraint Evans, Alan Maddrell, Paul Edwards, Simon Middleweek.





Mega Drive 'hog-based fun.

Here's Sonic on the GBA.

WELCOME ABOARD, SEGA

Back in PGB/6, we revealed that Sega was planning to develop Game Boy software, specifically an update of the popular *Sakura Taisen* RPG series. That game may yet be released, although obviously without the proposed Dreamcast link (see Newsdesk, p9), but Sega's latest announcement is enough to make us forget all about the prospect of a Japan-only *Sakura Taisen* title: *Sonic is on his way to Game Boy Advance.*

The legendary Mega Drive hedgehog never quite succeeded in his mission to replace Mario as the world's number-one videogame star, but soon his high-speed mixture of flashy graphics and simple platform gameplay will line up opposite Mazza in the Advance's summer release schedule.

Tentatively titled *Sonic the Hedgehog Advance*, the game promises to eclipse previous Mega Drive and Neo Geo Pocket outings thanks to the 2D graphics power and four-player capability built into the GBA. It could be argued that with its heavy reliance on shifting large numbers of sprites at lightning speeds, *Sonic* is the game the GBA is most perfectly suited to host.



Although few details have been released, the short amount of time left until the game's launch (it's due to hit Japan in July) suggests that many of the levels and gameplay ideas will be lifted from previous versions. It takes 9-12 months to code a GBA game from scratch, and Sega's policy of converting existing Saturn and Dreamcast games for PSOne and PS2 seems to confirm that *Sonic Advance* won't be 100% new.

But it *will* be much improved, with a selection of four-player battle modes based on the bonus rounds from the Mega Drive games. You'll also be able to hook up with other machines using just one cartridge.

Most intriguingly, there's a very good chance *Sonic Advance* will link up with a future *Sonic* title on Gamecube. That's sure to make every Nintendo fan forget the vacuous hype of Sonic Tuesday all those years ago.

GBC ZELDA RENAMED

Nintendo's long-awaited new Zelda series will be available on Japanese import by the time you read this, and after many delays, the English versions have finally got an official name.

The carts will be called *Oracle of Ages* and *Oracle of Seasons*. In the former you solve puzzles by travelling through time, and in the latter you can switch between seasons to do things like walk across a frozen lake. By swapping passwords between the two carts, you can enhance Link's abilities.

You'll be able to pick up the US versions sometime in May, with a UK release following in late June.

The Japanese version has been accompanied by some amazing TV adverts, featuring animatronic Zelda characters, but since the UK version arrives at around the same time as GBA, we doubt if it will be promoted in the same way.



CHU CHU ROCKET

Although Sega's first GBA title won't create the kind of stir that *Sonic Advance* has, Dreamcast owners will attest to the addictive nature of *Chu Chu Rocket*, the rodent-filled online battle-puzzle game given away with that ill-fated console.

The object of the game is to guide the dumb Chu Chus through a maze and into a space rocket, avoiding the ravenous cats that love nothing more than a mouthful of tasty mice. By dropping arrows onto the playing field, you can direct the Chu Chus.

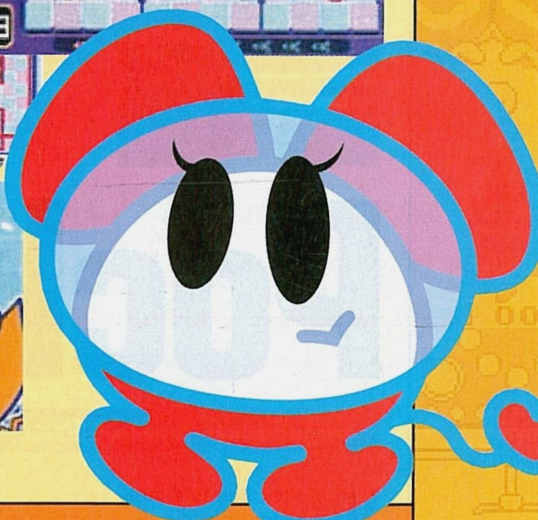
The game really takes off with four players, since each one has his or her own rocket to fill with cute little Chu Chus. You can concentrate on trying to round up rodents for yourself, or you can be really evil and divert your opponent's mice into the jaws of the nearest cat. With more Chu Chus on screen than you could possibly count, it's a wonderfully frantic game.

As a special enhancement, the GBA version will feature a level editor and a painting mode to allow total customisation. Not that you're likely to run short of preset challenges, mind – the cart comes loaded with around 3,000 of them, including all of the original levels plus some extra ones designed by Dreamcast players.





We can't wait to get stuck into a proper four-player game of CCR.



The little Chu Chus behave like lemmings, wandering into traps and so on.



Some of the 3,000 levels on offer have been created by Dreamcast players.



The game was designed by Sonic Team – a mark of good quality.

GAME BOY WARS ADVANCE

Fancy some strategic wargaming on your GBA? With *Napoleon*, *Tactics Ogre* and now *Game Boy Wars Advance*, would-be warlords are going to be spoiled for choice.

Game Boy Wars is an update of a long-running series which began on the Famicom but has yet to be seen outside of Japan. It's a turn-based strategy game, which means you have to make several decisions at once and then watch the consequences of them, rather than take direct control like you do in games such as *Warlocked*.

What makes *GBW* interesting, in what is usually a rather humourless genre, is the super-deformed anime visual style. Squashed tanks, bulbous aircraft and big-headed soldiers give the game a *Metal Slug* look, and it's simpler to play than the more heavyweight *Napoleon*. Fingers crossed for a UK release.



It's cute, but has plenty of gameplay depth.



Looks like a knowledge of Japanese will be required.



Battle scenes are acted out by stylised anime characters. Cool.

ADVANCE GTA

Car games have never been particularly good on the Game Boy. Only *Driver* ranks as an essential purchase, but there's going to be a major change when Game Boy Advance is released.

The machine's sprite-scaling ability makes it fantastic at moving pseudo-3D roads, and *Advance GTA* is one of many tasty looking racers that will arrive alongside Nintendo's own *F-Zero* and *Mario Kart*.

Advance GTA is an early attempt to do a handheld *Gran Turismo*, and although we doubt the game will scale those sorts of heights, it does look like a promising first effort. With 48 cars to choose from and 32 courses to drive them on, it's definitely big enough, and the game really does move at quite a pace. There's little by way of trackside scenery, but the gulf in class between this first GBA racer and titles such as *V-Rally* and *Top Gear* on GBC is enormous. It certainly shows that Namco's rumoured *Ridge Racer* is a real possibility.



All the cars can be tuned up before a race to get the best performance.



You need those direction arrows on screen – Advance GTA is very fast.



Powerslides feature heavily in the game.

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.









This yard lacks the big match feel, n'est pas?

Suddenly, the goal looks very small...



The Beautiful Game on a cart the size of a tea-bag. Grand.



The various pitches have different characteristics – sand slows your players down.



Philosophy football with Voltaire, arf!



Practice – you'll need lots of it.

Pocket Soccer



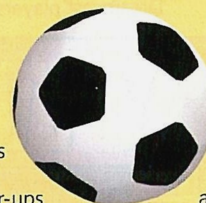
From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now

We're often told that, historically, the most popular consoles have featured better sports games than their rivals. But that statement doesn't hold any truth whatsoever for Game Boy.

Nintendo's handheld is very light on carts for real sports aficionados, and startlingly short on football games. In fact, with Konami cancelling their latest *ISS* title for GB, the future for footie action in handheld land is looking bleaker than Bradford's chances of staying in the Premiership. Step forward, then, Nintendo, with *Pocket Soccer* – the first game from tiny Brit developers Game-play Studios.

Despite the UK origins, this is a project quite clearly targeted at our friends Stateside. See, 'Soccer' in the US is for the well-to-do, Hispanics and women (witness Mia Hamm's World Cup-winning side). There's none of the classic European clichés about "our boys doing good" or any great love of kickabouts that use jumpers for goalposts. And accordingly, *Pocket Soccer* dispenses with pretty much every convention of football as we know and love it. The teams you encounter are all Broncos, Tornadoes and Whirlpools. The venues are schoolyards, beaches and clay courts. The matches are all five-a-side affairs, and the game controls have been stripped down to a bare minimum – there are basic pass, shoot and tackle options, and that's your lot.

MASTERY *Particularly cheering is the way it avoids all the standard pitfalls of the genre.*



The emphasis, then, is on arcadey action. Not necessarily a bad thing, especially as the game introduces some really exciting features. Like power-ups that make your forwards impossible to tackle and goalies that will save literally anything thrown at them. More intriguingly still, *Pocket Soccer* borrows quite heavily from our friends the 'Pocket Monsters'. No, there aren't any Pokéballs to be found – but there are elements of training and trading involved. When you first start out your players are awful, and it's only by working on their weaknesses that you'll be able to build a successful team.

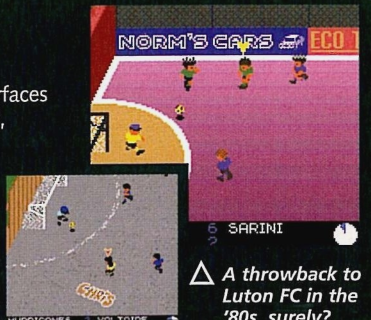
Couple that innovation with a link-up mode and you truly have something to shout about. What's particularly cheering is the way that *Pocket Soccer* avoids all the standard pitfalls of the genre. There's no run-down-the-middle-of-the-pitch, power-up-your-shot-and-then-flick-right-to-score-every-time here. You'll have to work hard for your goals.

So, at the end of the day, the cart's done good, although it's purely a matter of personal taste whether you'll prefer this loose videogame interpretation of soccer to the superlative football experience offered by *O'Leary Manager 2000*. If *Pocket Soccer* was a Premiership team, it would have to be Chelsea. There's a strong and not always constructive foreign influence at work, but there's also more than a touch of class, panache and ambition about it, too. This game's a genuine title challenger, and a most encouraging debut for Game-play Studios.



FEVER PITCH

The unusual selection of playing surfaces in *Pocket Soccer* (clay, tarmac, sand, walled yards) emphasise the game's arcadey/*Kick Off 2* feel. To win, you'll need to master controlling the ball off walls, as well as swerving and bouncing it past opponents, and anticipating the mean ricochets. *Pinball Soccer* anyone?



A throwback to Luton FC in the '80s, surely?



He's on fire! You can pick up the power to dribble past anyone.

Player Manager 2001

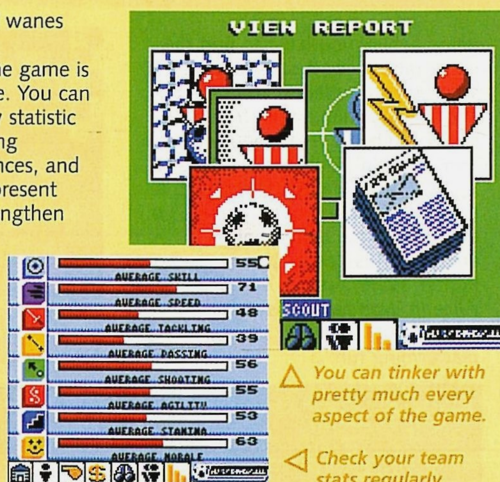
From: THQ **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

We've always wondered why the small screen hasn't seen more footy management sims, to be honest. They seem perfectly suited to those long train journeys, but up until now the only choice we've had is the excellent *O'Leary Manager 2000*.

Enter *Player Manager* then, and it doesn't take very long to realise that it pales in comparison to its only rival. What's wrong with it? Mainly the fact that you'll choose your favourite team only to discover that your finest centre forward has left, and in his place is the world-famous, multi-million-pound striker Barry Chubbs. Quite. There are no real players in here at all – instead you're left with a bunch of unknowns to tinker with, and the appeal wanes somewhat as a result.

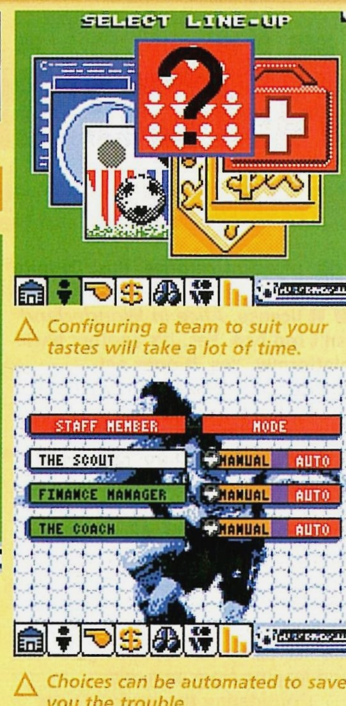
Saying that, though, the game is fairly competent as a whole. You can fiddle with just about every statistic known to man, from training schedules to the clubs finances, and of course there's the ever-present transfer system to help strengthen your team. Trouble is, *O'Leary* has all these and is ultimately the more comprehensive of the two. It's for this reason alone that you should shy away from *PM* and go for the current champion.





You can tinker with pretty much every aspect of the game.

Check your team stats regularly.



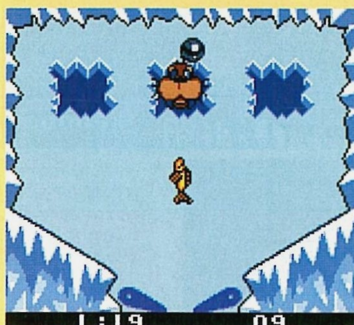
Configuring a team to suit your tastes will take a lot of time.

Choices can be automated to save you the trouble.

The Little Mermaid II: Pinball Frenzy

From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

We're not exactly short of quality pinball games on our little handheld. The superb *Pokémon Pinball* earned 5 stars back in issue 47, and then there's the classic *Kirby's Pinball Land*, too. This Disney version doesn't really do anything better, but it's still great fun.



Dash's sub-game. Bash him with the ball and he'll drop the fish.

After all that practice, it's no surprise that Nintendo have managed to get the pinball 'feel' almost spot-on. Okay, it's a bit slow on the default setting, but you can speed things up a bit and there's a tilt option if your ball needs a helping shove.

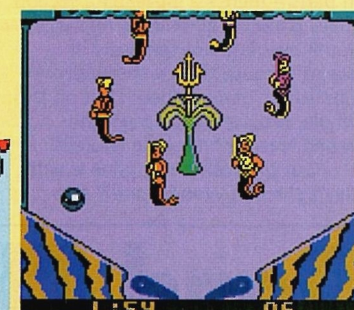
And it looks good, too. There's a nice deep-sea feel and the two tables – you can choose Ariel's or Melody's – are bright and colourful and packed with ramps, curves, bumpers and familiar Little Mermaid faces.

If you get fed up just playing pinball, there are also 16 minigames to unlock – eight on each table. They're all based on the movies, and pretty basic, but once you've opened them up you can go back at any point and have another go. It can be tough notching up the points you need to make the high-score table, but you'll want to keep on trying.

If you've already got a decent GB pinballer then it's difficult to recommend buying this as well, but Disney fans and younger gamers will love the chance to bounce balls off Flounder or score big points bashing a bonus ball into Ursula's cave. There's even the option to print out your high scores via the GB printer. Nicely.







The Trident Hunt sub-game – bounce the ball off those guards until they disappear.

Our skill here has unlocked two pearl balls – bet we can't keep 'em for long though...



Bounce the ball off those clams for some big points.

Alice in Wonderland

From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

A pleasant surprise, this. Despite being yet another Disney license, *Alice in Wonderland* isn't too bad. Yes, it's another basic platformer. Yes, it does get frustrating in places. But we have seen a lot, lot worse – *Disney's Magical Racing Tour*, anyone?

It's a familiar story: progress through a series of levels, collecting stars and keys to open doors. Like the cartoon, though, Alice stumbles across 'magic' mushrooms which shrink or grow the little lady, allowing her to enter previously inaccessible areas. There are also scurrying white rabbits, complete with pocket watch, and leaping frogs to avoid.

Considering the market this is aimed towards, it is surprisingly tricky in parts – there's a lift-leaping section that's particularly unforgiving – and you'll die quite unexpectedly in places because there's absolutely no clue to the danger ahead. But on the whole, progressing through the varied levels is enjoyable enough.

Our only other real gripe is with the 'Where in Wonderland?' sub-game, where you have to find the white rabbit – all it consists of is 100 seconds of wandering around a drab background, standing in front of caves and being told whether you're 'hot' or 'cold'. Dull and pointless.

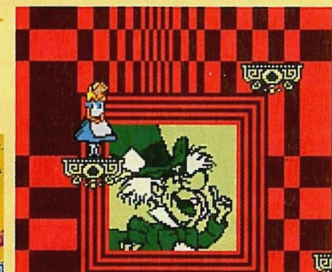
Still, with plenty of secrets to find and an Art Gallery option where you can create your own scenes and print them on a GB Printer, *Walt Disney's Alice in Wonderland* is a satisfying slice of platforming fun.





Get your chops round that mushroom and you'll fit through any little gap.

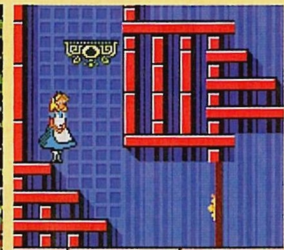




The Art Gallery mode. Pick your background and who you want in the pic, then just print it out.



We like Alice's reflection in the water. Nice touch.



Leap to the very top. Then fall all the way down again. Aaargh.

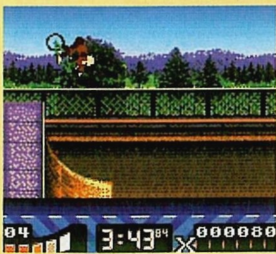
You'd better have collected a key if you want to get through that door.



Road Champs BXS Stunt Biking

From: Activision **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

***Dave Mirra Freestyle BMX* set the standard for GB-based stuntery along with *Tony Hawk's 2*, and quite a fearsome pair they make. Now, along comes a pretender to the trick-bustin' throne – and it's got an impressive repertoire of moves.**



Just like BMX Bandits, only without the bad hairdos.

You can pull something like fifty tricks by varying your bike's speed and tapping a direction plus A or B. But don't get too intimidated just yet – you can't access many of the moves (or even the main game itself) until you've battled through a rigorous training sequence that introduces these flips and spins gradually. Good thing too, as several of them require precise control and mucho brainwork – all in all, there's a lot of challenge here, though not quite enough to induce fits of swearing.

Apart from the versatile control system, where *Road Champs* really trounces the opposition is in the visuals department. The animation of your chosen rider is superbly realistic, and the rails, vert ramps and funboxes aren't too shabby either. Sure, there's no *Mirra*-style free riding, but that's part of the challenge. You can switch 'lanes' to vary between rails and funboxes, with ramps keeping you inside the playing area, and, as the game continues, you'll find yourself up against some seriously trying opposition – though as this is all down to how you score in solo runs, it's still essentially just you competing against yourself.

Road Champs is a solidly put-together title that isn't an instant pick-up-and-play. But it'll reward a little perseverance with some of the gnarliest tricks the handheld has to offer.



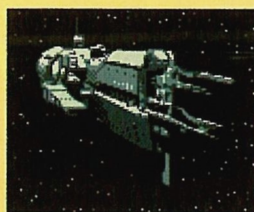


Busting moves off a funbox is not as easy as it might look. Oh, no.



Mmmm, one of those nice stalling tricks in the offing.

Aliens Thanatos Encounter



From: THQ **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** 23 March

Over the years, James Cameron's festival of acid blood and motion-trackers has been turned into some fairly good videogames. So, with Crawfish producing a shooty-shooty GB title, pulses were racing somewhat when this humble cart plopped onto our desks.

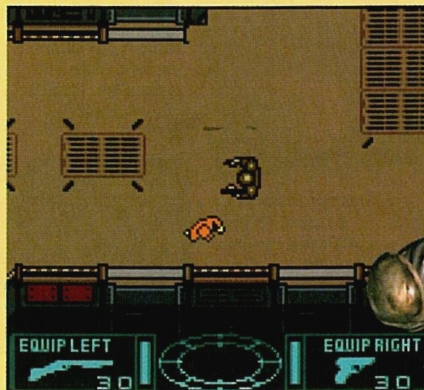
Aliens: Thanatos Encounter sets itself up in the tradition of the many spin-offs that have graced the shelves of comic shops since the movie came out in 1986. Five marines you've never heard of encounter a distress call from the freighter Thanatos. Now, those scholars of ancient Greek among you may have noticed that 'thanatos' means 'death'. Being bright sparks, the marines investigate. Aliens and shooting result.

You'll come up against all the alien types familiar from the movie, though none of the deviant hybrids that appear later on in the series. Cunningly, you can assign an object or weapon to each of your (two) hands, and operate them with A or B. This comes into its own when you have a motion-tracker blipping away in one hand and a pulse rifle primed in the other.

Frustration makes you shoot these dopes. It doesn't work.



Hang on, fella! Exactly where are you off to, then?



The motion-tracker, squeezed as it is into the bottom of the screen, is suitably rudimentary. It's also fairly useless: the tiny viewing area means blips don't appear until you're right on top of the enemy. But that's to say nothing of the game's principal failing – the combat system, which takes its cue from the likes of *Ikari Warriors* and other creaky blasters. Those top-down 2D shooters are fiddly at best, but this offering is destroyed by an absolute lack of enemy AI. There really is none whatsoever – the aliens just scamper about, bumping into walls.

With your puny initial weapons it's nearly impossible to hit the unpredictable critters, who move as fast as you do. But you have to wipe out the lot. Highly frustrating. Then, should the marine you're controlling be nabbed by the aliens (and they will be – oh, yes), you assume command of a colleague and have a short while to peg it around to find them. But then the enemies regenerate, so this is nigh on impossible. As a result, your numbers will be gradually depleted – much like the films, really.

Problems like this ruin a game which had the potential to be really quite smart. But ruin it they do.



In the movies, this joker would be first to be gobbled by the gribblies.



Now that's more like it! The power loader really evens up those odds.



A pulse rifle in one hand, motion tracker in t'other. Happy days...

OUT OF CONTROL

In a valiant, last-ditch effort to correct the terminal gameplay flaws in *Aliens*, Crawfish have included the option to control your character in three different ways. First is the default 'strafe' setting, where if you hold fire, you can, er, strafe. Alternatively, there's the 'free' option, where you can move as normal when firing. Taking the prize as the most pointless option would have to be 'lock' mode, which means you can neither move nor even rotate while pressing fire. None of which helps matters a jot.



No amount of control methods is going to help here. Bye, bye!



With such crazy aliens, combat's a veritable nightmare. Rubbish!

Game Boy Gallery



WINNER!

Ah, bless. It's a subtle one, this disturbing babber from Chris Scott of Dulwich. Just a little tinting applied to the eyes and *voilà!* your beloved baby sibling is a mutie worthy of the nation's attention. Now get it out of our sight.





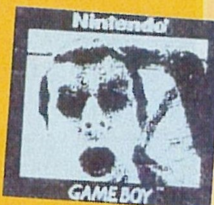
Liam Sher of West Lothian claims he's just a lonesome guitar man... Easy to find him on the street, though.



The elusive Kirsten from Bonnyrigg sent us this. Note – it was taken upside down. Hmmm.



Shigsy's reinvented the Gamecube controller, then. Cheers, Dave Fryer of Seaton in Devon.



James Knowles of Dudley comin' on strong here with a gothic nightmare. Nice!



Where's that old slaphead Jes when you need him, eh? Ask Steffan and Daniel Davies of Carmarthen.



John Tucker of Barry here. We're 'like that' with Shigsy...



James Smedley from Sussex, with a sage warning about giving babies sun-tan lotion.



What on earth is Kyle Stanley of Stoke up to here? Taking Thom Yorke's words to heart, by the looks of it.



Mr A Martin from Sunderland sent us a version of issue 24's cover featuring three-year-old Chris.



Owain Milford of Cardiff with bad, evil spuds.



Adam-Luke Startin of Birmingham. Muties just wanna have fun.

From Neil Clark of Bournemouth. Now look at it upside down...

Are you sitting comfortably?



Then we'll begin. We've been juggling a bumper crop of mutie beauty this month, following the Gallery's little siesta last issue. Did you miss our wit? Thought not.

Anyway, the observant among you will have noticed a preponderance of panoramic goodness this time around. Using the panorama feature, you could tell a story, or maybe go for a Warhol-style crazy repeated image. Perhaps you might even knock together some hellish landscape, populated by muties – the possibilities for creative mayhem are endless. However, our winner this month is a worthy example of what makes a good mutie. Get a really good idea (ones from '70s movies work well), then take a simple shot with lots of dramatic power. Next, with the lightest of touches, make the whole thing very disturbing indeed. Remember, sometimes less is more, friends – although a bit of crazy stamp action, like sticking a 'tache on your pet moggy, is bound to raise a smile. Get 'em in, folks...



Send us your freaks

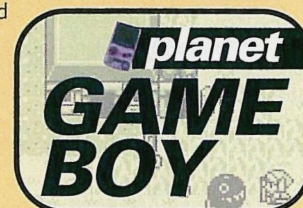


In association with

JOYTECH

Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll show as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry case and a clear purple link cable. Not a bad little haul. Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.

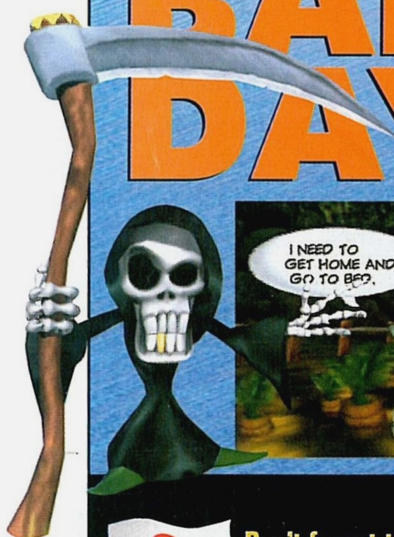


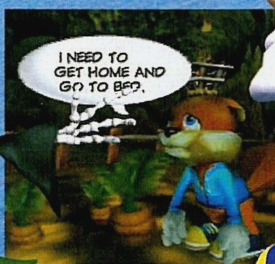
EVERY MONTH – ONLY WITHIN THE PAGES OF N64

THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

CONKER'S BAD FUR DAY





Will the cheeky little squirrel 'conker' all?

GO TO PAGE 30

STAR WARS: BATTLE FOR NABOO



Meesa wanten flyin' 'n' shootin'. Bring it on!

GO TO PAGE 40

SCOOBY DOO! CLASSIC CREEP CAPERS



Should we let this sleeping dog lie? Find out now.

GO TO PAGE 45

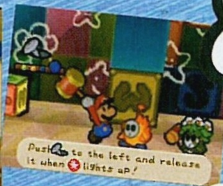
Don't forget to visit the IMPORT ARENA

The games they're playing in America and Japan.

PAPER MARIO

The English-language version is just beautiful. Read all about it!





GO TO PAGE 46





MEGA MAN 64

It's been a long time coming. Here's your chance to see if old blue-eyes is back.





GO TO PAGE 50

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 20 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

April | May | Nov

COST: £40

THE INFO BURST

Look for this on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's on sale, and how much it costs.



Can't wait for a UK release?

Look out for this logo which tells you if you can play an import game on your UK machine using a Passport convertor, along with the code you'll need (if one's necessary). CA Games (**0141 334 3901**) should be able to help with all your import – and UK – N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!



PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.



IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.



VISUALS

What does the game do with the N64's stunning graphical power?



SOUNDS

How good are the game's sound effects and music?



MASTERY

How well does the game make use of the N64 and its incredible hardware?



LIFESPAN

Will the game last you for months or a matter of hours?



VERDICT

An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses


● Amazing levels.


● Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/76, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT

90%

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above – *Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% – 70% – *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

69% – 50% – *Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% – *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% – *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

We came over all peculiar when Conker arrived in the office. So much so we wanted to bring back phrases like "ooh-er!" and "fnar!". The horror... the horror...

ON HOLS

ANDREA BALL
Sensitive flower Andrea vacated the area lest the cursing and suggestive material offend. Mark silently shed a tear.
GAME OF THE MONTH
Decorating 64

JUD WEBB
Jud enjoyed wearing the army helmet a little too much. In fact, he tried to detonate his head with his finger. War is hell.
GAME OF THE MONTH
Battle for Naboo

MARK GREEN
Mark's unique management skills couldn't quite cope with being pursued by a ravenous shark. How we laughed!
GAME OF THE MONTH
Paper Mario

DARK MARK
Dark Mark paid a visit to the Count. After we took this picture, Dark Mark drained him dry and sang sweetly with the wolves.
GAME OF THE MONTH
Conker's BFD

GERAINT EVANS
'Cheeky' is hardly the word to describe Geraint's expression at being caught in the act. 'Mincing' is better.
GAME OF THE MONTH
Mega Man

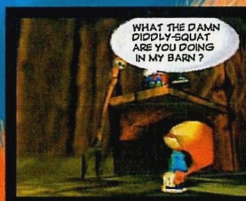
PAUL EDWARDS
With his gun and mobile phone, Paul felt right at home. Then he tried to dodge some bullets and it turned nasty.
GAME OF THE MONTH
Battle for Naboo

ALAN MADDRELL
Alan didn't take kindly to such comments, so he took that rifle – er, umbrella – and put it somewhere very safe.
GAME OF THE MONTH
Paper Mario

STEVE JALIM
Steve tried to do a Clockwork Orange parody, but could only muster some plastic satsumas, the puny twonk. (Squirrel real size.)
GAME OF THE MONTH
Conker's BFD

PREVIOUSLY IN N64 Check out our Future Look at *Conker* in issue 52.







△ *Rare aren't shy when it comes to cartoon gore.*



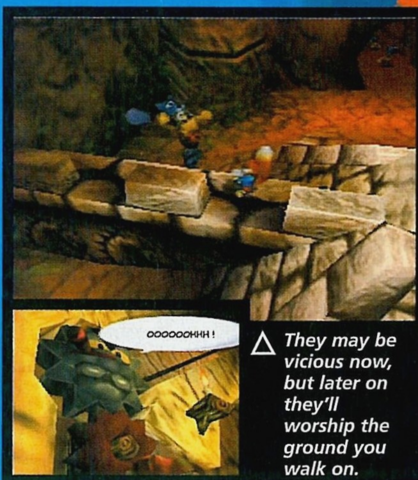
△ *The tickling bees come in very handy...*



You'd better swim like the wind! ▷

CONKER'S BAD FUR

Refreshes the parts other squirrels cannot reach...



△ *They may be vicious now, but later on they'll worship the ground you walk on.*

INFO BURST

CONKER'S BAD FUR DAY	
FROM:	THQ
CART SIZE:	512Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	13 April	TBA

COST: £50

Ask any self-respecting N64 owner who their favourite developer is, and there's a good chance they'll utter the immortal four-letter word which always causes such a stir in gaming circles – Rare.

Rare have built themselves a reputation as one of the finest games producers ever to grace the planet, perfectly complementing Nintendo's inimitable style with their own humorous and slow-matured brand of gaming. And now, in the twilight years of the 64's reign, Rare look like they're about to hit their peak with one of the most innovative and daring titles yet seen.

The **N64** team have been working around the clock to bring you another world first – the *exclusive* and definitive full review of the most highly anticipated title this year. We've played it, we've finished it and now you get to read about it.

First things first, though. Forget all that you've heard about *Conker's Bad Fur Day*, because yes, we all *know* it's got bums (chortle), farts (snigger), and rude words (chuckle), but that's largely besides the point. For much of our review, we'll be leaving the vulgarities alone (or, where necessary, censoring them) and concentrating on the important stuff. The actual *game*.

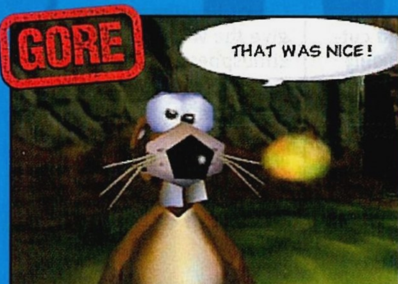
So, settle yourself down with a nice cool glass of milk and some (air) biscuits, and get ready to indulge yourselves in ten pages of impure, adulterated badness...

SOME MOTHERS DON'T LIKE 'EM

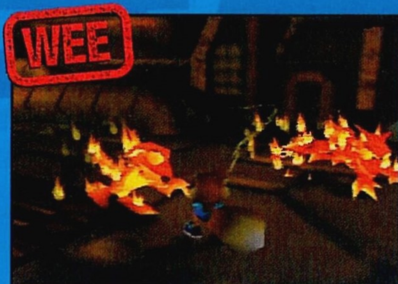
As you're no doubt fully aware, Conker is rude. In fact, it's the rudest game ever to appear on the N64, and an 18-rated title. So, is it nasty, funny or just plain childish? You decide…

BAD

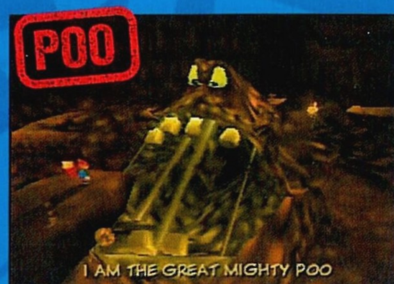
CENSORED!
We're a family magazine. And as such, we can't show you some of *Conker's* most controversial moments – the most disgusting faeces-related animations, the nastiest swear words, and so on. So, where something *really* made us blush or feel ill, we've scribbled it out with our red pen, like the mark above. Believe us, it's for the best…



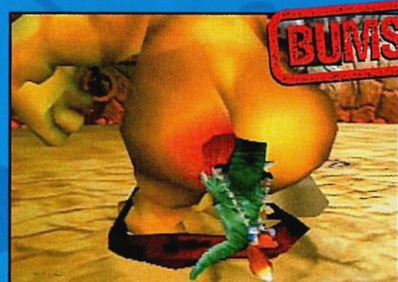
Feed the mouse some cheese and watch as a gaseous reaction inside his belly fills it to – and beyond – bursting point, blowing him apart in the process.



There are some poor little blighters who are on fire and need putting out. Gulp down the amber nectar, aim carefully and start spraying!



What's worse than a Scout in your pocket? No, it's not a Brownie in your pants – it's a giant singing brownie with a stinking temper.



If this caveman gives you grief, grab the nearest dino and chomp at his peaches – they should be red raw by the time you're finished with him.



Conker is certainly not shy when it comes to a tipple. In fact, the reason he got into this whole mess was his beer habit – tut tut.



Like Vic Reeves and Bob Mortimer, *Conker* makes a career out of bottom burps – especially in The Great Monster Poo's lair.



DAY

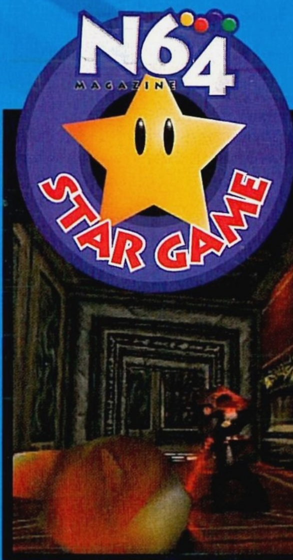
CONKER THE SENSITIVE



Believe it or not, Conker is quite a sensitive little chap – although not in the usual sense of the word. As you soon learn from the drunken scarecrow Birdy, there are certain areas which are context sensitive. Much like the 'A' button in *Zelda*, pressing 'B' at certain points will allow Conker to perform various unique tasks – whether it's combining an item in his possession with the surrounding environment, or setting another part of the strange plot in motion. You'll know when and where to press that green button thanks to a handy lightbulb which materialises above Conker's head. Neat.









△ *This caveman has an embarrassing secret…*

◁ *This is great. Aim your sight at their heads and let rip.*

GO! GO!



PRESENTING...
As you'd expect from Rare, the presentation throughout is excellent. You'll be treated to some excellent, rib-tickling cut-scenes in the course of your adventure – and you'd better pay attention, because nearly all of them offer clues on how to progress through each stage. Happily, you can watch them again and again from the main menu screen to savour the funnier moments from the game.

STUNNING SQUIRREL

You'll be positively gobsmacked by the technical feats achieved by Rare in their latest outing...

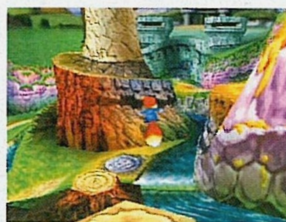
SPEECH!

Bad Fur Day not only boasts full speech throughout, but all voices are fully lip-synched to characters' facial animation.



LEVELS!

Each location boasts the kind of solidity and perfection that have made Rare games such a success over the past years.



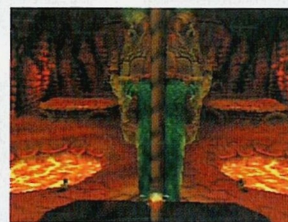
CUT-SCENES!

The game is rife with excellent set-pieces and cut-scenes, with Disney-quality animation throughout.



LIGHTING!

Clever lighting techniques give the whole package an atmosphere unparalleled by even the finest N64 titles.



MY, HAVEN'T YOU GROWN!

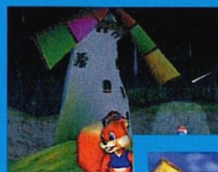
Remember *Twelve Tails*? Since then, the flowers have been replaced by mountains of poo, and the cute enemies have been ousted by trash-talking animal inhabitants with dubious personal hygiene. *That's* grown-up.



Ohh, nasty! Just look at all that happy cuteness, it makes us sick...



...that's better, a giant dung heap with angry bugs.



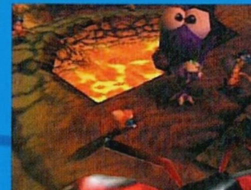
This section looks decidedly sparse with a poor draw distance...



...but look at it now. The scenery is simply stunning.



Berri looks way too young here. The scantily clad vixen is far better...



...while the purple blob is now a baby dino ripe for sacrificing.

CREATURE FEATURE

Conker's BFD is packed with weird and wonderful characters which both help and hinder your progress through the game. Here are a few...

CONKER

While being an honest enough little fella, Conker has a penchant for rambunctious behaviour. This involves liberal emptying of his bladder in public places, and excessive drinking with his woodland chums.





BERRI

Every star needs a love interest, and Conker is no exception. Closely resembling the seductive Cadbury's bunny, she's a wily little minx who likes to maintain her fine figure with an alluring fitness regime.

TEZA, BAZA AND NOZA

Once revered by the Egyptians in ancient times, there's nowt respectable about these foul-mouthed Liverpudlian scarabs. They're quite vicious, too, so avoid until you have something nasty to splat 'em with.



WEIRD BUT WONDERFUL

There are just *sooo* many bizarre sections in *Conker* it's difficult to cram them all in here, but one of our favourites has to be the encounter with the singing poo monster. You'll gasp in amazement as this huge creature bellows out the following threateningly operatic number to an equally bemused Conker.



Loo rolls are the best weapon.

I am the Great Mighty Poo
And I'm going to throw my POO at you.
A huge supply of POO comes from my BROWN END
How about some POO you little FOOL?
Do you really think you'll survive in here?
You don't seem to know what creek you're in.
Sweetcorn is the only thing that makes it through
my rear.
How d'you think I keep this lovely grin?
Now I'm really getting rather mad
You're like a niggly tickly DIRTY little tag nut
When I've knocked you out with
all my bab
I'm going to take
your head and ram
it up my butt!





Looks like someone is in need of some serious dental work.

GROOVY MOVIES



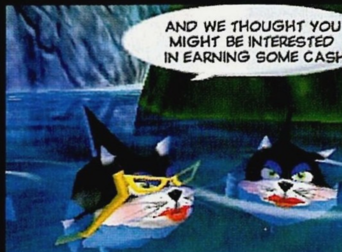
One of the most amusing aspects of *Conker's Bad Fur Day* are Rare's excellent spoofs of recent films. First up to get that special Rare make-over is Saving Private Ryan's infamous beach landing. Here, a dazed Conker finds himself on board a vessel containing grey squirrels on their way to fight the evil Tediz. As soon as the landing hatch drops, you're treated to the grizzly sight of squirrel guts flying this way and that as Tediz gunfire ricochets around the boat. Other movies on the receiving end of similar treatment include Godzilla – specifically the pier-munching sequence – and an excellent rendition of the lobby shoot-out in The Matrix, complete with John Woo-style slow-mo and bullet trails!

The head caveman's girlfriend – she's around twenty feet tall, you know.

HE'S GOT A LARGER BONE THAN YOU.



The wasps appear often, and will constantly try to sting you.



These catfish are just two hours' play away from certain death.



CASH FOR CRITTERS

Dotted around the various levels are bundles of hard cash – you'll notice them because they squeal "Come get me!" and "Over here!" every time you're in the vicinity. If you can collect enough bucks, you can use them to pay or bribe the worlds' inhabitants to help you out – and allow you access to later levels.

GREGG

This squeaky-voiced fella is the most incompetent death-bringer in history. He hates both squirrels and cats alike, so avoid his company by collecting as many bushy-tailed extra lives as possible.



THE EVIL TEDIZ

Despite being slaughtered in the early years of the Milk War due to their tragic inability to fight effectively, these fluffy little fellas (with attitude) are back and hell-bent on revenge.

THE PANTHER KING

The undisputed big daddy of bad. He has a history of giving Conker's woodland brethren a bit of a hard time. His main aim is to send those fun-loving squirrels back to the fabled "Dark Place".





GO! GO!



THE BAD FUR DAY BEGINS

Right at the start of *Conker's BFD*, you're thrown into one of Rare's brain-teasing scenarios. One simple puzzle can spawn a sequence of events which will have you in stitches.

1 HONEY RESCUE

There's trouble in the lush green Central Hub. The mischievous wasps from Wayne and co's gang have scarpered with Mrs Queen Bee's beloved hive. It's up to you to evade those stingers and retrieve the honey-filled homestead.





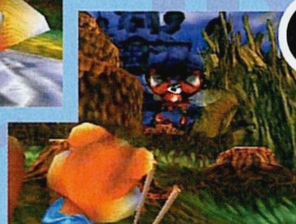


2 BEETLE SPLAT

Using the cash that Mrs Queen Bee gives you, talk to Birdy to acquire the slingshot. Now turn your attention to the dung beetles and give 'em what for – splattering their innards over the filthy manure-covered hillside.

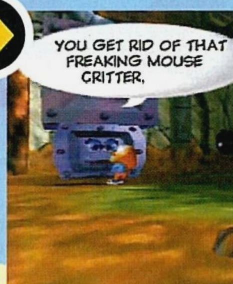


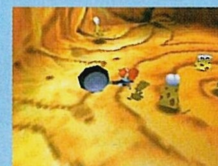
Nice, a great wad of cash to help you out.



3 MOUSE FEED

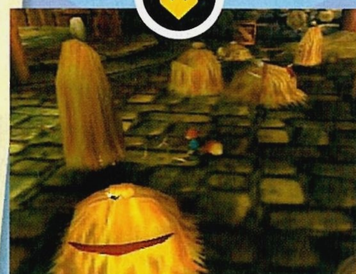
With Teza and co. out of the way, you can get to the barn – but access will only be granted if you help get rid of the revolting belching rodent by feeding him festering cheese. A few mouthfuls of the filthy fromage and mousey is history.





Help the crates and they'll help you.





4 FORK ATTACK

With the barn open you can now meet some more strange characters – shame they're not too friendly. Avoid the spiky prongs of Franky the fork and lead him straight into the bouncing hay bales in the main area – don't forget to stomp their eyeballs!

AND THAT IS THE
BAD
BADDEST
KICK ASS



5 FRANKLY STUPID

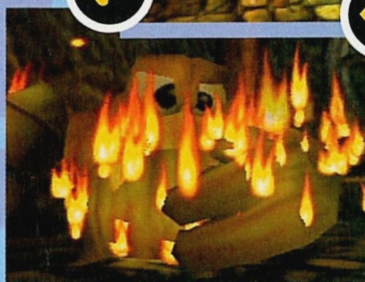
Oh dear. Franky's not too good at smacking squirrels about. Being the gullible fool that he is, he agrees to kill himself. But with no neck, he's none too successful, and ends up stuck hanging from the rafters. Go save the foolish tool.





6 BAT BURNING

Get up into the barn loft and shimmy across the perilous gangplanks. Despatch the bats with your handy blowtorch, then cut poor Franky down with some well-aimed knife-throwing. Mind out for the Big Nasty Hay Bale below, though.

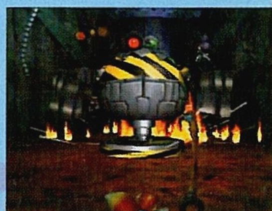


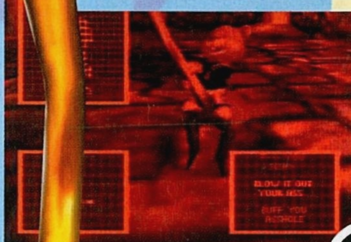
7 HAY HO

With Franky free, he becomes your best friend – so straddle his pole and bounce around the barn. You'll need to despatch the huge bale of hay that's wreaking havoc, so make the most of Franky's special spiking ability to see off your straw-stuffed nemesis.

8 ROBOT WARS

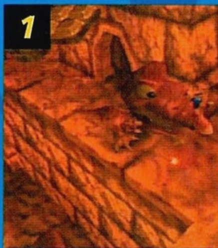
A few well placed jabs and it's all over – or is it? Down beneath the crumbling barn the nasty bale burns, revealing its true form – a massive bouncing robot, complete with guided missiles and infrared vision. Find a way to shut him down – fast.



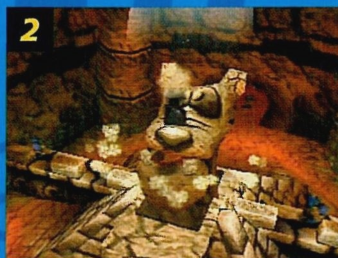


IF YOUR NAME'S NOT DOWN...

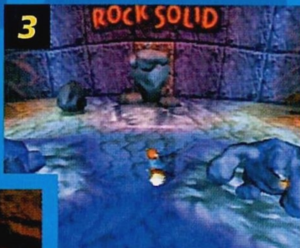
...you'd better get violent. Getting into clubs can be a nightmare sometimes, especially if you happen to be a ginger squirrel.



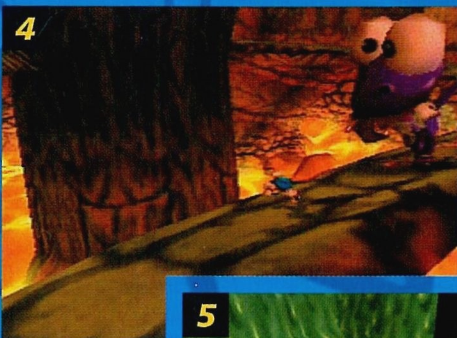
1 Climb the stone tower ahead, avoiding angry dinos as you go. Once you reach the top, jump onto the stone statue and smash through by turning into an anvil with B.



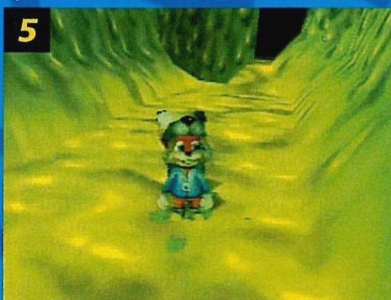
2 A few bashes and the statue will fall, crushing the cavemen in the area below. It's not long before you can hear the pounding rhythms ahead.



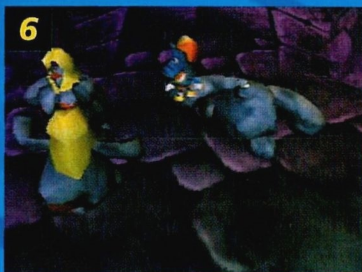
3 Hankering for a good hearty stomp? The club entrance is ahead, but the bouncer is a little less than accommodating. They have a dress code – typical. Trainers don't pass muster around here...



4 In trying to find a back door to the club, you'll stumble across a giant egg. Be a kind animal – lure the newly-hatched baby dino to a sacrificial altar.



5 Pleased with the peace offering, a huge stone dragon lets you inside for some natty threads that'll fool any bouncer – and get you some new mates.



6 After some 'gentle' persuasion, Conker's allowed in. All you need now is a belly full of lager, a luminous workman's jacket, and some white gloves. Rave on!

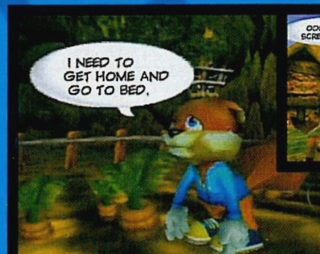




THE SPICE OF LIFE



Conker has an abundance of varied sub-games and side-quests, which help break up all the action. There's never a dull moment as you move from one cheeky change in gameplay to another – whether you're running through a dragon's belly with a lit bomb for a Mafia boss, or racing atop a hoverboard, whacking mooning cavemen and steering around the legs of a Brontosaurus, *Conker* is guaranteed to keep you on your toes... and we love it.





◁ If only the silly moo knew what she was in for...

The barrel roll: ▷ try to squish as many carnivorous worms as possible.

RIDE 'EM COWBOY

If the squirrel's paws just aren't enough, why not try hitching a lift?

BULL

After luring this livid, horned beast into a handily-placed target, you can ride him, bucking bronco-style. Yee-haw!



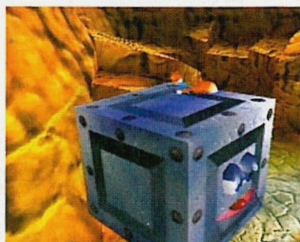
DINOSAUR

He might look sweet, but one tap on A and he'll tear a chunk out of the caveman king's mighty buttocks. Pleasant.



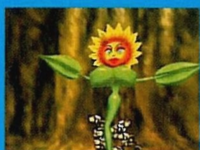
CRATES

Bouncing crates can help you leap up to previously inaccessible areas – such as the top of Frank's picturesque barn.





GO! GO! ▷



SUNNY FUNNY
Wahey! This is just plain juvenile, but you've got to love it. In one of the *Conker*'s earlier stages, you're asked to help Mr King Bee pollinate the stigma of a rather shy but ticklish sunflower. Collect enough 'Tickling Bees' and the flower will reveal her ample bosoms, which provide – much to our amusement – an excellent trampoline on which to bounce to grab some extra cash.

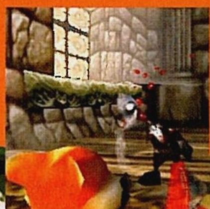
COUNT BATULA

Undoubtedly one of our favourite *Conker* sections, the excellent vampire level features the best sub-games of any N64 title, *ever*. Once you meet up with the Prince of Darkness, you'll be turned into a bat and given the ability to spray guano on the pesky villagers, grab them with your claws and drop them into a vicious-looking mangler. You'll also get to wield a meaty shotgun so that you can blow zombies' heads off in true *Resident Evil*-style – and all to a wonderfully sinister soundtrack of small babies crying and children laughing. Absolutely priceless stuff.



◁ *Just look at that. Scenery doesn't come better than this.*



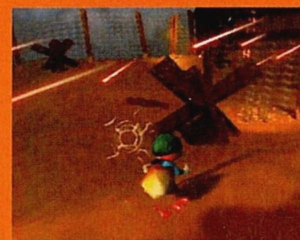




△ *The nasty mangler. Seek out the villagers and drop them in for instant liquidisation.*

IT'S WAR

The war against the Tediz is simply awesome. After the moving *Private Ryan* sequence, you'll be given the opportunity to control a gun-toting Conker against armies of vicious teddies intent on spilling your guts over the sandy beaches. Armed with a couple of AKs, it's up to you to help the Grey Squirrel Army by dodging bombs, rocketing gun turrets and pounding enemies in a speedy little tank. The sound effects in this section simply have to be heard to be believed – grab yourself some headphones pronto and experience the perils of warfare, squirrel-style.



◁ *Looks like running for cover is your best option here, Conker.*



△ *These Tediz can be a real pain in the backside. Blow the stuffing outta them with explosives.*



SQUIRREL QUIBBLES



Unfortunately *Conker* isn't without its faults. The most disappointing element of the game has to be the awful camera system, which hinders your progress on plenty of occasions. Couple this with frequently unfair and unavoidable health-loss, plus occasionally slack controls which make simple jumps a nightmare, and you have a perfect recipe for frustration. We'd usually expect to find these kinds of flaws in the work of a less accomplished developer – the fact that they're part of a Rare title is a very bitter pill to swallow. Still, you can wash it down with the knowledge that the game *as a whole* is of a brilliantly high standard...



◁ *The areas in Conker are the most varied we've ever seen.*



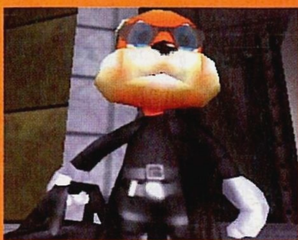
◁ *Conker's none too pleased with his dinner host.*

▽ *Yup. And with one quick swipe he'll be dead in the water...*

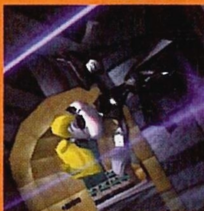


ENTER THE VERTEX

This is the peak of the *Conker* experience. Because your caveman-bombing exploits were so successful, the boss weasel asks you to rob a bank for him. Of course, Conker only agrees to do this on the condition that he gets to wear loads of tasty black clobber, like Berri. Once kitted out, you both enter the bank and indulge in some wicked Matrix-related action, dodging bullets and eliminating the weasel guards as you go. Inside the vault, it's time to stuff your pockets with as much cash as possible before the final showdown with the Panther King and your date with destiny…



He's looking mighty slick – even for a ginger squirrel.





All this happens in slow motion as you aim carefully and pump the guards full of lead.

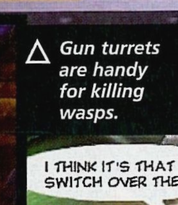




This is one teddy who won't be around for Chrimble.



Gun turrets are handy for killing wasps.



Decisions, decisions. Choose the wrong switch and the poor critter will fry.

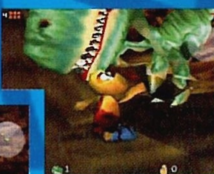


COG CAPER

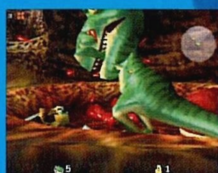
One of *Conker*'s funnier moments occurs when you meet the cog Carl/Quentin – two names, because he has a rather split personality. One half of the cog is the grumpy, sexist, cigar-smoking Carl, while the other is camp-as-you-like alter ego, Quentin. Both argue regularly over who gets the privilege of remaining at the top, and deliver perhaps the rudest – and funniest – dialogue in the whole of *Bad Fur Day*.

AND THERE'S MORE…

As is customary for Rare games of late, *Conker* boasts some excellent multi-player longevity-boosters…



It's brown-loincloth time for this wee fella, then.



Trying to steal eggs with mother around is a bad idea.

RAPTOR

Choose to play either as Raptors or cavemen, then enter the arena for some good old-fashioned prehistoric carnage. The dinos need to guard their nests using only their superior speed and vicious claws, while Cavemen attack using primitive weaponry.



BEACH

Split up into two teams, then choose your allegiance – the Frenchies attack the beach fortress, while the Tediz defend the base. Each team must complete their objective to the sound of screaming gunfire and exploding rockets. Sheer class.

Gore is a good indication that you're winning.



Using the sights is the best way to kill your mates.

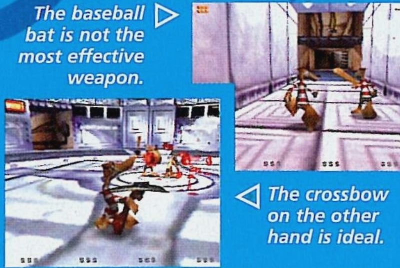
WAR

This is basically a 'capture the flag' game. Select a fortress on the beach, then infiltrate your enemy's camp, steal their flag, and make a run back to base to score. Look out for the opposition's sniping, though, or it'll be a very short trip.



RACE

This takes place on lightning-fast hoverbikes, with a fiendish track littered with speed boosts, missiles and dangerous obstacles. Rare have plenty of experience in designing this kind of thing and it shows – great fun, plain and simple.

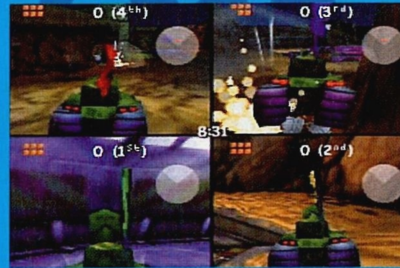


The baseball bat is not the most effective weapon.

The crossbow on the other hand is ideal.

HEIST

Take control of one of the multi-coloured weasels and leg it around a complex, armed to the teeth with baseball bats and crossbows, looking for bags of loot. Pick one up and you'll have to make it back to base without getting your teeth smashed in.



TANK

Definitely our favourite, this. Burn around in some meaty tanks and lob artillery at your opponents, aiming to be first to the explosive nuclear object in the arena's centre. The main turret can be revolved independently to seek out foes.

GO! GO!



TWELVE TAILS
One of the strangest – and most irritating – aspects of *Conker* is the fact that, essentially, you have an infinite number of lives. By collecting the squirrels' tails that are dotted around the landscape, you get an extra chance – yet, after losing all your lives, you'll restart back at the section where you died. What's the point?

WANTED: HARDCORE GAMER

Some of *Conker*'s areas are unfairly difficult – others are just plain *rock*...

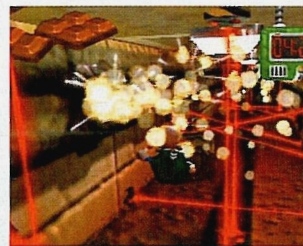
Now *this* – swimming through three sets of spinning blades in a watery tunnel – is what we call frustrating. We nearly suffered total hair-loss as Conker was cleaved in two time and time again. Trust us, those salty tears *will* be forthcoming.



The submarine-shooting section can be devilishly tricky to beat. The idea is to blow numerous subs out of the water while they bombard you with missiles. But by the time you take aim, chances are there's a rocket about to insert itself into you.



A nightmare. This tunnel is webbed with lasers that trigger explosives – so one false move and you're pretty much done for. To add insult to injury, you're against the clock – *and* there are gun-toting Tediz on your tail.





△ *This is great. It's the oldie-style recruitment film.*



One blast of your blowtorch and they'll crash and burn... ▷



Shortly after, these tykes moon at you from afar. ▷



△ *Run like the wind on this platform to release the prune-juice laxative for the cows.*

Well, it's finally here. Amidst fears that *Conker's Bad Fur Day* would never see the light of day in the UK, it's now a certainty that it'll be available in time for Easter. No doubt you've ogled what this cart has in store over the last eight pages, so there really is only one thing left to find out – is the game all it's cracked up to be?

Conker is like nothing we've ever played before. True, it does steal heavily from the likes of *Banjo* and *Donkey Kong*, but the execution is entirely different. To all intents and purposes, *Conker's BFD* is a fully interactive cartoon. Where others have tried and failed to create a movie-like experience, Rare have succeeded in style with a game that laughs in the face of the standard button-prompts and overly linear gameplay that have been the hallmarks of past efforts.

The gameplay structure is very simple. Guiding Conker from location to location, you'll bump into all kinds of characters, who require you to do different things for them. More often than not, attempting to fulfil their request places you in a situation where a puzzle must be solved. Once completed, you'll be ushered towards the next character, and consequently a new puzzle and a new situation to get out of.

Although this in itself is quite a linear premise, the important thing about *Conker* is that it never *seems* simple while you're playing. Each and every puzzle or test of joypad dexterity you encounter is *vastly* different from the previous one, and requires you to think differently every time. One moment you'll be trying to figure out how to climb a dragon's snot-covered tongue, the next you'll be racing around at high speed, attempting to smack unruly cavemen with the business end of a frying pan. And throughout, the difficulty of it all – pitched at the hardcore level – threatens to drive you quite utterly insane.

LIFESPAN *Despite repeated failure, you'll really want to keep on playing.*

Unfortunately, though, it's in this respect that the game's inexcusable faults rear their ugly heads. The high level of difficulty in some cases lies with a disastrously stubborn camera. Where *Banjo-Kazooie*'s viewpoint was 'niggly', *Conker*'s is utterly lamentable, and that is no exaggeration. Rare, better than anyone else, should know how to sort this out, which makes its pitiful movement all the



△ *A word of advice, Conker. Never turn your back on a gurner in sunnies.*



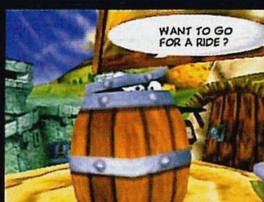




SHOW 'EM WHO'S BOSS

Bosses, then. Each and every encounter is a genuine surprise, excruciatingly funny, and very tricky to beat. The giant boiler is one of our favourites – by stunning him effectively, he'll drop two huge brass balls, which need to be duly clobbered with a pair of bricks. The later bosses are a tad freaky – a girly bunny hand-puppet that's attached to a giant, blind, mechanical teddy bear with the fattest arsenal of high-tech weaponry known to man. A good job you're driving a tank then, eh? It's the final boss, though, who's the most surprising – you'll be faced with the legendary Panther King, a big, bad mutha who holds a gruesome and totally unexpected surprise...





△ We wouldn't trust him if we were you.

◁ Another ace Matrix-style moment.



Better get used to explosions ▷ – you'll encounter plenty of them on your travels.

▽ And when they say big, they really do mean BIG.



△ Once inside the bank, Conker has all the money he could possibly desire.

more reason-defying. On more than one occasion, you'll find yourself losing lives simply because you cannot accurately judge your position within your surrounding environment.

In one particular section you're required to swim through three sets of spinning blades. Under normal circumstances this should be relatively easy, but with *Conker*'s camera you *will* die again, and again, and *again* until you're so angry, not even your closest relatives will be free from your uncontrollable rage. Inexcusably, there are also sections in Conker's adventure where losing health is unavoidable – such as having to drop down into a new section from a stupidly high ledge. These unnecessary problems should never have slipped through the net and, unfortunately, they do hamper the playing experience enough to drag *Conker* down somewhat.

So, is *Conker* ruined by those faults? No. Rare redeem themselves by fashioning a technical *masterpiece* of a game. Their mastery of the N64 is nothing short of staggering – move the squirrel to higher ground and you'll see what we mean. Way off in the distance you'll notice paths, mansions and towering castles which, at first, *look* like 2D backdrops. It's only as you progress through each scenario that you realise these are all part of the play area. What's even more surprising is that everything is *super*-slick, harbouring no framerate issues whatsoever. The textures are gorgeous, there's full speech throughout, and each and every character model is near faultless and comes with an extensive range of facial expressions. No mean feat when you consider the fact that it doesn't even use the Expansion Pak.

Together with the kaleidoscope of gaming styles, *Conker* makes for some hideously compelling action. Despite repeated failure, you'll find that you *really* want to keep playing – not just to indulge in the next mini-quest or puzzle, but also to see exactly what oddity Rare are going to throw at you next. The humour, while of a mature nature, is very funny indeed, but ultimately this isn't what makes *Conker* so charming. By the time you've heard all the poo jokes, it all seems a little infantile, and so *Conker*'s redeeming quality remains its wealth of imagination.

No other game compares to this in terms of the amount of ideas that are crammed in. The effort bestowed on *Conker* really does shine through, and despite the constant frustration caused by the poor game mechanics, you just can't help but love it. As an out-and-out absorbing experience, nothing even comes close. Superb.

GERAINT EVANS



VERDICT ***Despite the constant frustration, you just can't help but love* Conker's Bad Fur Day.**

pluses & minuses



- Incredible visuals.
- Wickedly funny.
- As compelling as compelling gets.
- Great multiplayer.
- Immensely atmospheric.



- Worst camera... *ever*.
- Ridiculously frustrating.
- Unforgiving and unfair.
- Your mum won't buy it for you.

If you like this...

Banjo-Kazooie
Rare
N64/18, 92%
Vast platform adventure with that killer Rare humour.

10 VISUALS
You won't find better anywhere else. Crystal clear without a hint of slowdown. Incredible.

9 SOUNDS
Full speech and stirring, atmospheric music. Factor 5 should watch their back.

8 MASTERY
Again, Rare show the rest of the world how to utilise the N64's power, but the camera lets the side down.

7 LIFESPAN
Too short, but fun while it lasts. Can be tricky, but experienced gamers will beat it inside a week.

VERDICT
A bold attempt at doing something different which mostly works – but too many faults prevent it hitting the magical 90% mark.

89%

PREVIOUSLY IN N64 Last issue (**N64**/52) Mark chatted with those clever chaps at Factor 5 about this very game.



The low height of the Speeder makes for a great sensation of tearing along.

The Speeder is well suited to pursuits.

The Hutt's vessel appears on many levels.







Take these satellites out to complete the level. Yep.

If your lasers don't work, photon torpedoes will.

STAR WARS: BATTLE FOR

While Ewan ponces about with his fancy hairdo,

INFO BURST

STAR WARS: BATTLE FOR NABOO	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	March 30	TBC

COST: £40

So, the second game based around *Star Wars: Episode 1* finally arrives. And it's as difficult as ever not to get excited by the prospect of another title revolving around possibly the biggest franchise in existence.

Granted, there has been one dodgy N64 title centring on the Star Wars universe – step forward *Shadows of the Empire* – but we're willing to let that one go unnoticed, thanks to the simple fact that both *Rogue Squadron* and its high-speed comrade, *Episode 1: Pod Racer*, were both rollicking good titles. Now, two years down the track, we're faced with yet another game promising high-octane laser-spitting thrills to accompany that infamous soundtrack.

Taking place on and around the lush planet of Naboo, the game concerns itself with the events on Queen Amidala's home world while she's off cavorting with those Jedi types. Unfortunately, you'll be commanding unknown characters, created for this particular title only, but either way, it's Star Wars and we're just as excited about this as we were when flying around with that farmboy Luke.

So what's it to be? Will *Naboo* be the jewel in Amidala's crown, or will it (Jar Jar) Stink? There's only one way to find out…



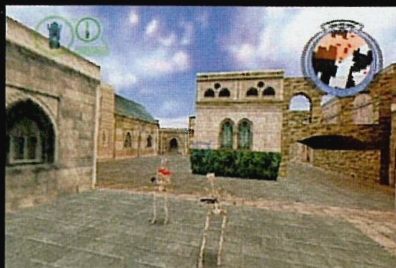


The N-1 is the finest and most deadly multi-purpose craft since the X-wing.

The low-orbit battles look ace, but handle like a nightmare.

KNOW YOUR ENEMY

Before you engage the Trade Federation, it might be a good idea to see what you're up against. Have a gander below to check out the nasties which await.



BATTLE DROIDS

Episode 1's blaster fodder, and downright irritating they are too. On more than one occasion you'll waste loads of time just trying to get one of them to die, and they're tricky to hit.



DROIDEKAS

Nastier versions of Battle Droids. They have shields, roll to evade your attacks and possess twin blasters which fire rapidly. If you see one, chances are he's got a load of mates with him.



DROID FIGHTERS

Strange, these. Sometimes they only succumb to a heavy pummelling, other times they just fall out of the sky. Either way, these attack in large numbers and have fairly powerful weaponry. Beware.



AATs

You'll come across loads of these in your battles with the Federation. They move very slowly and are well-armoured. Get behind them as soon as possible to avoid being blasted to bits.



PIRATES

On your adventures you'll encounter some nasty opportunists, looking to turn a profit from the Federation's occupation. Don't let these well-equipped scumbags get away with such dastardly plans.



LOW-ORBIT OUTPOSTS

Very tricky, but for all the wrong reasons. Armed to the teeth with mines and twin-blasting laser turrets, your work'll be cut out just *trying* to approach these, thanks largely to your craft's handling in space.

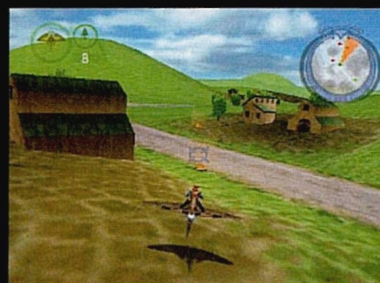


MULTIPLAY DISMAY

If you're hoping for some cheeky four-player frolics in the Star Wars universe, you're going to be bitterly disappointed. Factor 5 have decided against the inclusion of a multiplayer – a gut-wrenching omission from *Rogue Squadron* – and we can't really figure out why. Looks like *Lylat Wars* will rule this particular roost 'til the end of the N64's life. Ah, well.

NABOO

you'll have to save the planet.





◁ *The Naboo Bomber is one graceful beast, even if it is painfully slow.*

BORVO THE HUTT

BORVO HAS BETRAYED YOU. HE HAS KILLED CAPTAIN KAEL AND NOW PLANS TO SELL YOUR PEOPLE INTO SLAVERY. PURSUE THE HUTT AND RESCUE THE CAPTIVE CIVILIANS. PROTECTING THE NABOO IS YOUR PRIMARY OBJECTIVE.

back select

△ *This puny little number is scrap metal after only a few hits.*



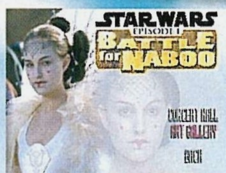


The claustrophobic streets of Theed make for some frenzied blasting. ▷

△ *Borvo turns out to be a royal pain in the butt. Shame you can't wipe him out at the beginning.*

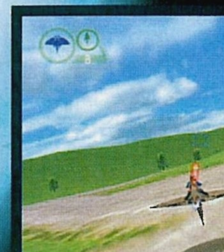


GO! GO! ▷



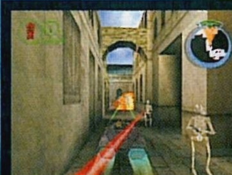
EXTRA FEATURES
As if it wouldn't take you long enough to beat everything in the game, Factor 5 have been generous enough to add loads of great extras, from bonus levels, to an excellent art gallery, and more cheats than we'd care to mention. Finding them *all* is going to take you a *very* long time. Good luck!







Heavy STAP: surprisingly effective against droids.



One of the trickier missions. Stay with your wing-man for the duration of the battle.



Caution is advised on the streets.



The Gian Speeder rules supreme in our book.

Once again, the Gian Speeder causes the Federation grief.



MISSION OF MERCY

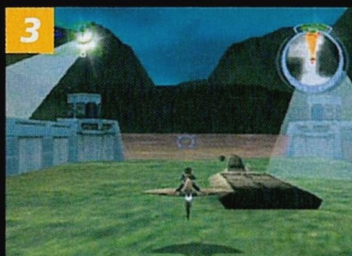
Naboo's later levels are massive and require you to change your vehicle often to complete all your tasks.

1 In Liberation of Camp 4, you must free your people. It all kicks off with you jumping into the N-1 to defend farms from Trade Federation fighters. Now on to the main objective...



2 Take out the hangar's turrets and the swarming air support. Once they've been despatched, it's time to do some thievin'...





3 Take control of the STAP bike and follow the prison convoy, hiding yourself behind the transports to sneak past the shield.



4 Destroy the shield generator, enter the compound to free the prisoners and help them to their Speeders...

5 Things are heating up. Locate the Gian Speeder and use its awesome firepower to 'whup ass'...





6 Take out the tanks and shields that are blocking your escape, then lead the Noobian slaves to freedom.

The front end is very promising indeed. The rousing music is in place and superb throughout. Couple this with gorgeous menu screens and detailed spoken explanations of each scenario, and the prospect of another mouthful of Star Wars-flavoured gameplay starts to seem very attractive. That is, until you actually start playing.

Don't get us wrong. We're not about to start slating *Battle for Naboo*. But when there are so many fundamental gameplay flaws in a title which had only to improve *slightly* on the original *Rogue Squadron* formula to make it a bone fide classic, you can't help but feel slightly cheated.

The first level on the streets of Theed is actually great fun – it's well designed and runs at an impressive rate of knots – but by the time you get outside onto the lush Noobian pastures, things starts to grate somewhat. Unlike the vehicles and enemies in *Rogue Squadron*, *Naboo*'s moving objects seem extraordinarily sparse and spindly, battle droids are tiny and poorly defined, and aiming – especially if you have an old telly – becomes a real chore as a result.

In fact, this is a problem with many areas in *Naboo* – nothing is particularly instinctive, and you find yourself battling against poor handling and awry realisation of flight dynamics. The most tragic example of this comes when you have to engage in low-orbit battles. In the void of space, the missions become a test of patience more than anything else. Trying to

2 MILLION LIGHT YEARS TO THE GALLON

One thing which really sets *Naboo* apart from its predecessor is the broad range of vehicles available to you. You'll have to get to grips with air, ground and even water-based battles. Here's a look at the motors that dish out the most damage.

HEAVY STAP



Small, very quick and perfect for the stealthier objectives. Against lightly defended positions, this is also the top choice for speedy clean-up operations which require precision and a minimum number of innocent casualties.

NABOO STARFIGHTER



The pride of the Noobian Fleet, this is fast, agile and has powerful, quick-firing twin blasters. It's ideal for just about every conceivable situation, being able to take down both air and ground targets with relative ease.

GIAN SPEEDER



Solid as a rock. If you run into strife on the ground, this is *definitely* the daddy. With very meaty twin blasters as standard, plus an infinite supply of secondary, heavy blaster power, accept no substitute.

FEDERATION GUNBOAT



Stolen from the Trade Federation, this is a cumbersome sea-beast which delivers more firepower then you could possibly imagine: combine heavy artillery with the strongest blasters in the game and you're laughing.

NABOO BOMBER



The prototype bomber version of our beloved N-1 may be slow, but it's a graceful craft that's fun to use. The double blasters may not be rapid, but the ship's heavier payload can be devastating in the right hands.

POLICE CRUISER



The general security craft of the people of Naboo, it's lightly armoured, but extremely agile, allowing you to evade enemy fire with ease. Just the job for carrying out lightning strikes and reconnaissance work.

bank hard to chase an enemy causes all kinds of problems – often, you simply cannot move where you wish to go because you're shunted about by invisible buffers which hinder your progress and – more often than not – indirectly lead to your death. The radar's also a problem, as it only caters for two dimensions. Enemies above and below your position can only be pinpointed by looking for them in your field of vision – *very* irritating.

VISUALS ***It's faster than* Rogue Squadron, *which is no mean feat given the detail of each location.***

Flaws like these shouldn't have gone unnoticed. Any half-decent playtester should have identified them as being significant and marked them for attention – this obviously wasn't done, and it beggars belief why not. But despite those faults, *Battle for Naboo* isn't a total pile of rubbish. After the initial disappointment of not having our expectations met, the game does – ever so slowly – begin to redeem itself.

It's much faster than its predecessor for one thing, which is no mean feat considering the effort that's gone into the detail of each location. The maps are certainly expansive, too, and on the latter stages you'll find yourself traversing a lot of ground. True, this does make for a sparse game, but as this isn't an easy one by any means, you'll be glad they *haven't* included any more enemies or buildings for you to crash into.

The towering canyons, rolling landscapes and mountain ranges add great diversity to the title as a whole, as does the wealth of vehicles you can pilot. There's plenty for you to get your teeth into here – whether you're piloting the cumbersome and immensely powerful Federation Gunboat, or the speedy, sleek Naboo Starfighter, each craft has its own subtle strengths suited to the involving mission objectives you need to accomplish. On some levels, you may even be required to change vehicle on a number of occasions. For example, on one mission you're asked to use the Gunboat to protect a trader flotilla and take out the access tunnel to the area, before leaping into a police cruiser to cover a convoy on their journey to the ancient ruins.

By the time you finish each stage, you'll have covered a huge amount ground and engaged in some pretty nasty firefights. It's this kind of in-depth scenario which eventually swings things in *Naboo*'s favour. Perseverance, it seems, brings great reward, as the intricate design of each mission, and ultimately the plot itself, eventually manage to make the game utterly compelling. There's a great sense of atmosphere as you fly around the landscape, destroying smugglers' capital ships, rescuing Noobian prisoners and engaging in huge aerial assaults on swarms of Federation Droid Fighters. Thankfully, this isn't a short-lived experience either – the game is simply huge, and collecting the full complement of gold medals will certainly require a good deal of time and effort.

So, no sooner have you noted *Naboo*'s failings than you forget them and realise that this *is* a hugely enjoyable escapade in the Star Wars universe. While hideously incompetent in places, it's sublime in others, and for that latter merit alone, *Battle for Naboo* is both rewarding and an undoubtedly worthwhile purchase.

GERAINT EVANS



It sure looks pretty up there. Shame that you don't have a clue where you are, mind.

pluses & minuses



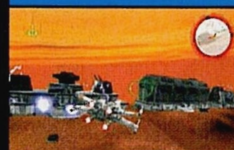
- Awesome sound.
- Huge landscapes.
- Varied and compelling.
- Great mission design.
- It's *Star Wars*.



- Poor flight dynamics.
- Sparse in places.
- Frequently frustrating.
- Disappointing space battles.

If you like this...

Rogue Squadron
Nintendo
N64/25, 85%
Fly the classic starfighters in the original N64 Star Wars shooter.



8 VISUALS

Take away *Rogue Squadron*'s fog, add blistering speed, sprinkle in some tasty textures and garnish with weather effects.

10 SOUNDS

As you'd expect from Factor 5, absolutely fantastic from start to finish, with full speech and great music.

7 MASTERY

Competent enough, with some great examples of the power of the N64. And it never slows down.

8 LIFESPAN

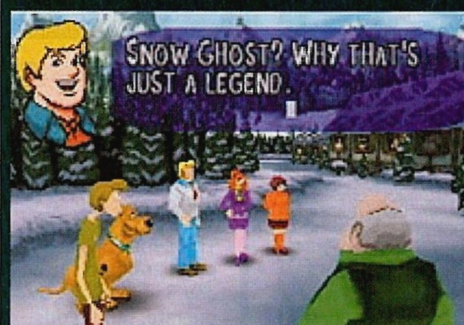
Getting all the medals will take a long time – and once you have them, you'll still come back.

VERDICT

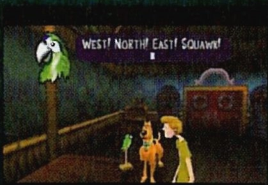
It could have been so much better with some extra tweaking, but *Naboo* is still *highly* enjoyable, and a must for Star Wars fanatics.

78%

PREVIOUSLY IN N64 We reviewed the US version of *Scooby Doo* in **N64**/51.

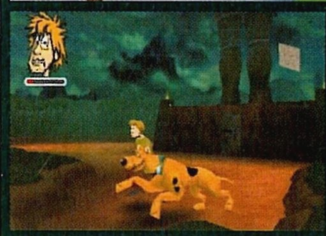


The parrot blurts out the solution to a puzzle. Scooby Doo's only puzzle, in fact.





Chums you find do nothing but chat for a bit, then disappear. 'Brilliant' stuff.



That grin will be wiped off Fred's face soon.

Doesn't look like the Scooby Doo we know.



Scooby Doo's sandwich-making section. Pretty primitive stuff, but – perversely – fairly enjoyable. Zoinks!

SCOOBY DOO! CLASSIC CREEP CAPERS

Classic? Don't make us laugh.

Just *imagine* the potential for a *Scooby Doo* videogame. Brain-testing sleuthing, panicky chases, intricate trap-setting, and hours of grin-worthy voice samples. Now compare that dream to the nightmare that developers Terra Glyph has delivered – four levels of ugly, fun-free rubbish – and try not to weep.

Scooby Doo fancies itself as a cartoon version of *Resi 2*. It *could* have worked. But the game's programmers, whether by design, laziness or a near-illegal lack of ability, have made a lamentable mess of everything. From the first time the virtually unrecognisable forms of Shaggy and Scooby stagger onto the screen, to the hundredth time you lose your bearings due to a camera that just can't keep still, *Scooby Doo* is overflowing with inexcusable design faults that'll soon have you tearing the cart apart with your bare hands.

More astounding than those technical defects, though, is the fact that *Scooby Doo* is totally devoid of gameplay. There's nothing exciting about entering a deserted room and stumbling around until you find a tiny flashing object inside – but that's precisely what makes up 90% of the game. Occasionally it strays from that tiresome template – you might wear a disguise to fool a monster, or flee from a sasquatch in a hilariously bad downhill slalom – but the programmers have carefully maintained the awful design and mind-numbing tedium throughout. And as for scares, the sight of a barely animated snow monster waggling his arms outside a window is more likely to have you shaking with laughter than fear.

Adults might be tempted to excuse *Scooby*'s obvious faults on account of it being 'a kid's game' – kids used to the quality of Nintendo's own product won't be so easily fooled. All in all, a real Scrappy Doo of a game.

MARK GREEN

INFO BURST

SCOOBY DOO! CLASSIC CREEP CAPERS

FROM:	THQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK: 3 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	30 March	TBA

COST: £40

THE RUNS



Against all odds, the monster chases in *Scooby Doo* muster the odd twinge of excitement – or at least, they do at first. By the second chase, you'll be fuming at the way the spin-and-run controls and twitchy camera angles make skedaddling away from the approaching Black Knight or Snow Monster nigh-on impossible. On level three, things become truly ridiculous, as you're asked to run the entire length of a beach – that's around *fifteen* screens – with no idea of which way's best, and a stupidly fast Tiki Man behind you who'll happily lop off a quarter of your health if you so much as pause for breath. Grrr.

pluses & minuses



- "Rooby-rooby-roo!"



- Disorienting camera-switching.
- Banal 'puzzles'.
- Unnerving static environments.
- No Scooby-style comedy atmosphere.

If you like this...

Resident Evil 2
Capcom
N64/36, 90%
A blistering frightener from the masters of survival horror.



4 VISUALS
Shaggy and co. look like they've stepped out of a two-year-old's scribblings.

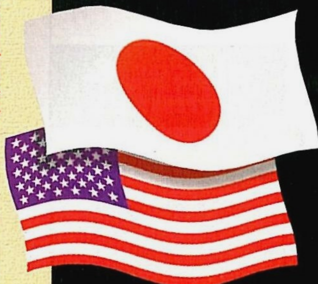
5 SOUNDS
Eerily silent, save for the odd classic Scooby catchphrase.

2 MASTERY
The hilariously primitive downhill slalom section says it all.

2 LIFESPAN
You'll throw in the towel after twenty minutes – and only miss around an hour-and-a-half more.

VERDICT
Terra Glyph try to slip a rushed, shoddy Scooby cash-in past unwitting N64 gamers. And they would've got away with it, too...

23%

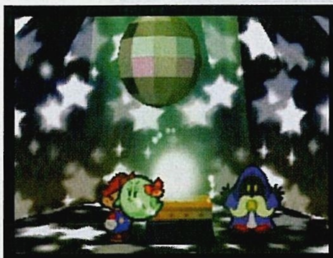


The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

PREVIOUSLY IN N64

We had a good flick through the Japanese version of *Paper Mario – Mario Story* – back in **N64**/47.

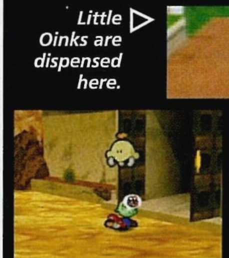


Wow, spangly! We're having our fortune told by a Jawa.

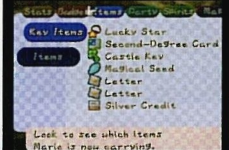
Ooh, looks like there's trouble brewing here.

Little Oinks are dispensed here.

All together now: "She's behind you!"



"Parp!" went Mario's botty, in a Conker-style moment.



You have to work out what to do with each of these things.



An island of Yoshis! That's Lakilester with Mario, by the way.



The bits where you play as Peach trapped in the castle are pure panto. Nicely.



Accents like this fella's make for some comedy. Expect a West Country one for the UK release.



BADGE

ATTACK FX C



This curious little number doesn't need any Badge Points to operate, but it adds some highly odd noises to your hammer attacks. Interesting…



INFO BURST

PAPER MARIO

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

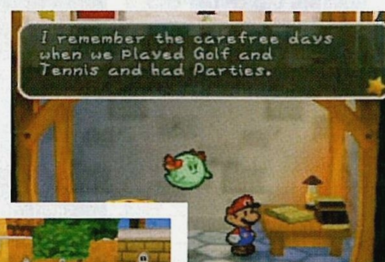
US	UK	Japan
Now	Sept	Now

COST: $50 (approx £35)

THE KNOWLEDGE



Reckon you're fully acquainted with the cast of every single *Mario* game, eh? Pah. Pick up a copy of *Paper Mario* come September (or sooner, if you're an import-type) and try to work out the first appearance of all the characters you meet. It's not as easy as it seems. There's a cast of loons worthy of the best of the world's RPGs. Only this time they're not all strangers.

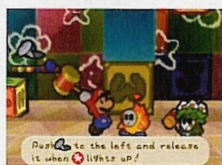
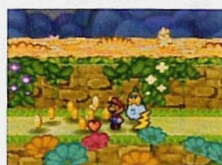
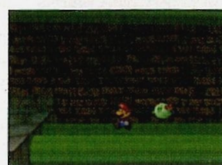




Chortle, chortle, Intelligent Systems – highly amusing. In-jokes like this abound in PM.

COLLECTOR

A good collection of power-ups is vital for success. Here's a selection...

CLOSE CALL	ICE POWER	PAY-OFF	I SPY	SLOW GO
				
When Mario's running low on health, wearing this badge will make some enemies sometimes fail to hit him. Handy for survival, that.	This fella is just the job when it comes to despatching certain fiery Shy Guys and other enemies. It's the old cold-versus-fire RPG thing, you know.	This one's nice for those times when you're a little short of cash. When you take damage, you receive coins. A bit like an insurance policy.	This badge is tops for revealing the hidden star pieces which are dotted about the place. An icon lights up when you enter an area containing a star.	Another freebie, this badge stops Mario running. It may sound pointless, but it's great if you're trying to creep around or navigate a tricky platform.



RINSIN' SOUNDS
Your face will crinkle with delight at certain points in the game, but it'll be your ears smiling. Certain sound effects are reprised from classic Nintendo games, from the tunes to the sound of Mario's health heart being replenished, which is from *Super Mario 64*.



CHARGE!
To be truly effective in combat, you'll have to master the art of the 'action button'. This means you can charge up an attack by holding A or pushing the analogue stick left. For certain offensives you have to tap the stick left rapidly – which could result in injuries worthy of the original *Mario Party*. Not all RPGs are easy on the hands, it seems...

PAPER MARIO



Turn over a new leaf with the sequel to Super Mario RPG.



Just like Keaton in Majora's Mask, this.

Here's a noteworthy lesson for all you import freaks out there: with some games, it's *definitely* worth waiting for the English-language version to appear. We knew *Paper Mario* was a hot property in its mother tongue, but now the talented linguists at Nintendo of America have delivered a top translation of some of the most quirky and genuinely funny characters you'll meet in a long time – and it's better than ever.

Paper Mario, for the uninitiated, is a mostly straight RPG in terms of gameplay, with the odd platforming element sprinkled in to keep the fun going between scraps. But the 2D/3D look is the first thing you'll notice. When Mario turns, he flips like a piece of titular paper. When he moves up the screen, his sprite (for the characters are flat sprites) simply gets smaller. The whole piece feels decidedly retro: you jump up to bash coin-blocks, you butt-stomp on the heads of Koopas... It's like the Nineties never happened – and it's simply superb.

Which is not to say that there aren't numerous dollops of delicious Nintendo innovation going on here. Apart from the zany-sweet-wisecracking script and cute-comicy-colourful visual style, there are some gameplay novelties that the likes of Square and co. might do well to mimic. Mario's ever-growing retinue of travelling companions has a variety of attack styles which need to be deployed to maximum advantage against different foes. Each also has a special ability to use outside combat, which will enable you to access new areas or reach otherwise inaccessible objects.

LIFESPAN *Help's never further than a conversation away, so you won't blunder around aimlessly for hours.*

What's more, you also have a few statistics to juggle. When you gather enough experience to go up a level, you have the chance to augment your health, your badge-wearing capability or flower-point total. Flower points are used for special combat manoeuvres, whereas the badge system is another innovation. You have a limited number of badge points to use, and so you have to prioritise your collected powers in a



GO! GO!

pluses & minuses



- Beautifully balanced gameplay.
- Sweet as a honey-drenched Pichu.
- Surprisingly novel.



- Simplistic platform elements.
- Not exactly challenging.
- Moderately linear.

If you like this...

Yoshi's Story
Nintendo
N64/15, 85%
Surprisingly short-lived platformer starring everyone's favourite green lizard.

8 VISUALS
Controversial, eh? The colourful, flat style works brilliantly.

9 SOUNDS
Typical Nintendo synths with some pleasing sound effects.

9 MASTERY
There's an amazing amount crammed onto this wee cart.

9 LIFESPAN
You'll spend upwards of forty hours completing every single task.

VERDICT
Not as childlike as you might think. *Paper Mario* is a lovely blend of trademark Nintendo ingenuity and solid gameplay. Top stuff.

N64 STAR GAME

90%

A LITTLE HELP

Your chums can come in handy. Let's meet a few...



GOOMBARIO

This filthy-looking spud has a predilection for passing on his opinions on the surroundings and then headbutting them. Your first companion in the game.

KOOPER



This Koopa has a neat way of sending his shell flying out in front of Mazza to collect distant items. In combat he's fairly handy, though not devastating.



BOMBETTE

You rescue this pink delight from the evil Koopas' castle fairly early on in the game. She has a neat knack of exploding next to cracked walls to reveal goodies.

PARAKARRY



This curious postman joins the party when you help rescue a sack of letters dropped around Dry Dry Desert. His aerial antics are useful against airborne foes.



BOW

This Boo is tops. Her Smack move, if done properly, will deliver some serious, er, smack. Also, she can frighten foes or make Mario invisible.

WATT



You rescue this little shocker from imprisonment inside a dark-loving Shy Guy's lantern. After that he'll illuminate dark areas and deliver electric attacks.



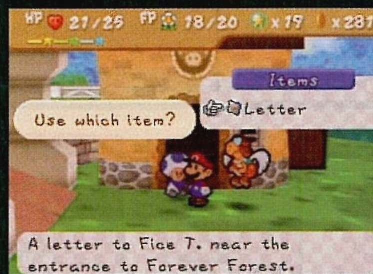
Time for a well-deserved nap chez Toad. Great animation.

You fight this oddball in near-total darkness. Freakazoid!

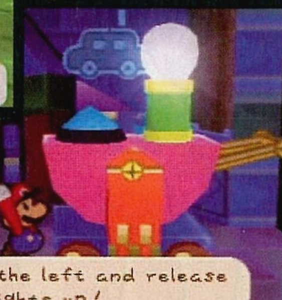
Wee hee hee...
Oh... Could it be...?
Wee hee hee hee... It's M

Your Star Powers can be devastating in combat.





This is part of the enormous letter-trading sequence. Very pleasing.



Timed right, this blow should send that toy train right back home again.





Andrea judges Jud's ability to make the tea.

Thrown out for bringing spuds in, eh?

way that would be familiar to devotees of the *Final Fantasy* series.

So there's definitely enough gameplay depth here to keep us older folk interested. Help's never further than a conversation away, so you won't be blundering around aimlessly for hours. Play is essentially linear as the game leads you from dungeon to dungeon with only a little faffing and chat in-between – but there are a few side-quests to keep you occupied, including a mammoth series of mail deliveries all over the expansive game world.

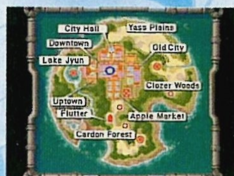
Taking a leaf from the likes of *Super Mario Bros 2*, *Mario Kart*, *Mario Tennis* et al, there's even a section where you get to play as the hapless royal herself, Princess Peach. She creeps around her castle, which has been hoisted into the air by an invincible Bowser, and attempts to aid Mario in his quest from afar. Her star-friend Twink acts like Buttons in a local pantomime – and, in fact, the whole game is presented like a friendly, funny panto. There's the odd chuckle for the grown-ups, plus a lot of *genuinely* endearing quirky characters and situations. We were swiftly reduced to gibbering six-year-olds when Mario jumped onto the choo-choo to the desert. All aboard!

VERDICT **Paper Mario *is a first-rate title with no hint of a fault in the gameplay...***

Paper Mario is a first-rate title with no hint of a fault in the gameplay, and innovation enough to surprise wizened RPG fans. If you've read this and are still thinking it's a bit of a kids' game, think again. Such simple yet curiously engrossing fun is what Nintendo have been about since the original *hanafuda* playing cards appeared in 1889. And they haven't looked back – to use a decidedly rusty cliché, this is quite literally 'fun for all the family'. Import fans – get it in. The rest of you – hold your breath until September...

ALAN MADDRELL

PREVIOUSLY IN N64 Check out our Future Look in **N64**/48 for early thoughts on the blue wonder's adventuring.



URBAN, HIM
Mega Man, to its merit, does have a large city to explore as well as loads of surrounding areas in which to look for treasure. Thankfully, you have a motor and a willing driver to ferry you around the landscape. Ta, matey!





△ The news reporter catches your heroism on tape.

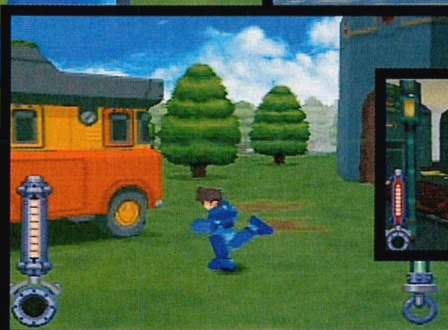
▽ Your crazy get-up, that's what.





Enter your vehicle to save and upgrade. ▷

The caves hold some nasty robots. ▽



Data – the cute dancing monkey. Aw. ▷



△ As always, the 'aim' mode increases blasting accuracy.





◁ Wild dogs roam the streets.

Visit the junkyard for upgrades. ▽







▽ Keep on the move or you'll end up with a bomb down your throat.

△ The city's mayor will often help you on your quest.

◁ Save the mayor's house from attack by the pirates.

MEGA MAN

Giant robots and crazy haircuts. Yep, the boy in

INFO BURST

MEGA MAN 64

FROM:	Capcom
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	Now

COST: $50 (approx £34)

Unfortunately for N64 owners around the world, Capcom have been all too conspicuous by their absence. Other than *Resident Evil 2*, there's been little for their fans to get excited about – until now. Finally, the bionic blue boy they call Mega Man has made his Nintendo comeback. Can this late arrival – a conversion of a PlayStation blaster-cum-RPG – be the consolation we've all been waiting for?

Well, you'd have every right to think so. Sadly, disappointment arrives the moment you access the game proper. Quite simply, *Mega Man 64 looks* like a PlayStation game. Texture use is low, detail is almost non-existent, and there's a distinct minimalistic feel to everything.

Taking all that into account, it's all the more bewildering to witness the near-criminal amount of pop-up in the distance, coupled with a worrying quantity of fog creeping over the horizon of Mega Man's world.

LIFESPAN *First impressions of* **Mega Man** *are not too good. But you'll soon cast those frustrations aside.*

It becomes increasingly apparent that little or no effort has been put in during *Mega Man*'s development to utilise the N64's special abilities. The control method, for example, hasn't been altered from the original, retaining the digital inaccuracy of the PlayStation version instead of putting the analogue stick to good use, and forcing you to use the D-pad. The inevitable end result is camera movement that suffers greatly – instead of being smooth, à la *Jet Force Gemini*, the screen jerks from left to right as it follows the blue wonder's digital progress around the screen.

First impressions of *Mega Man*, then, are not too good. But whether you intend to or not, you'll soon cast those

PESKY PIRATES!



As the adventure progresses, you'll be required to battle the cheeky pirates around which the plot revolves. In true panto style, they're the dumbest baddies ever to be conceived, and come complete with a legion of cute, hapless helpers. They're forced to do their bosses' bidding by controlling increasingly bizarre robotic creations, hell-bent on the blue wonder's demise.







CAN YOU DIG IT?

Well, er, no you can't. But you can still go hunt for treasure. You see, Mega Man is a 'Digger' by trade. His main objective is to seek out a legendary treasure, the 'Mother Lode' – an object of great power which will spell either salvation or destruction for the island's inhabitants. It's up to you to become friendly with the natives in order to discover its whereabouts, before the pirates claim it as their own.











64

blue is back...

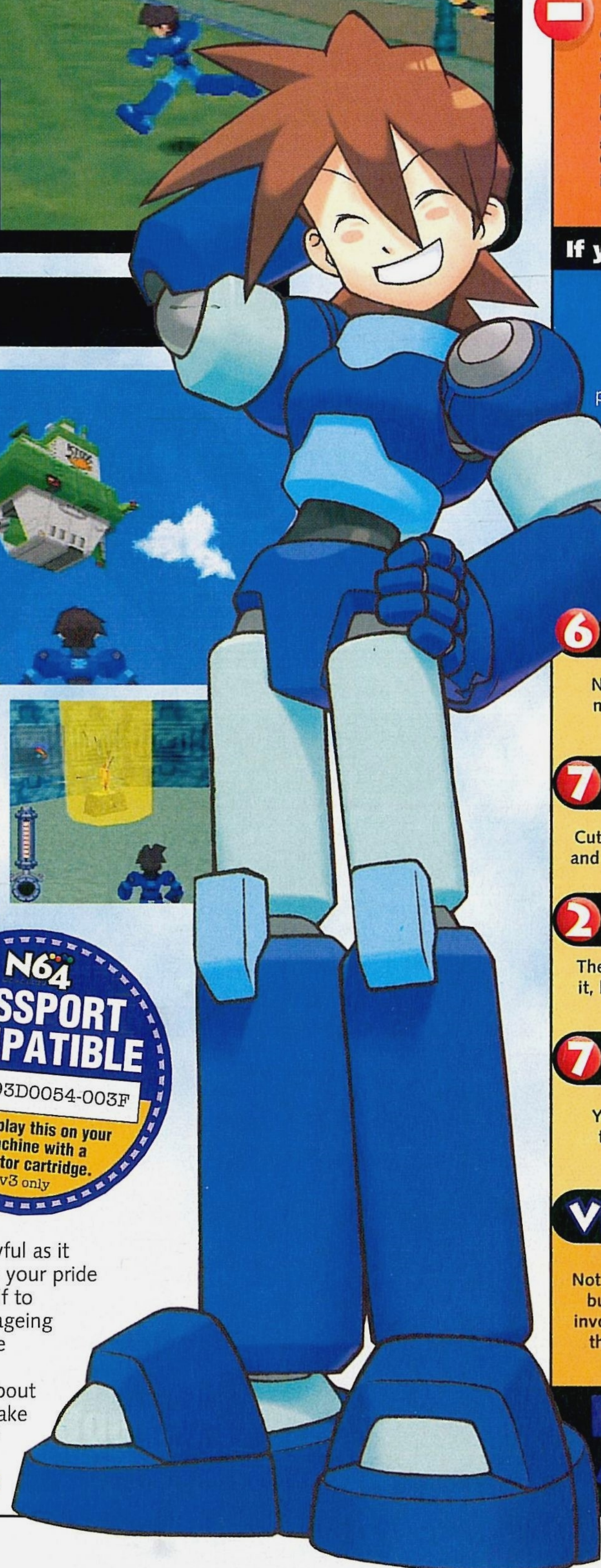
frustrations aside. Once you leave the first 'training' level and arrive in the strangely stylised, anime world of the main adventure, you'll discover that, despite *Mega Man*'s niggles, you're actually going to like playing it. That's due primarily to the game's enjoyable adventure/RPG core, which sets you off travelling around the island, searching for treasure, talking to the inhabitants and battling pirates – all the while seeking out new kit for the development of extra weapons, or the powering-up of your existing arm-mounted arsenal.

It's this, plus the element of freedom – which allows you to tackle objectives in any order you please, or adapt weapons to your own tastes – that act as the game's saving graces. The story, too, has you actively involved in the adventure, and compels you to keep playing to the game's conclusion without being *too* dismayed with the shoddy presentation.

Mega Man isn't quite as awful as it first seems – if you can swallow your pride for a moment and bring yourself to embrace what is essentially an ageing PlayStation game. Capcom have offered up some fairly solid entertainment, delivering just about enough fun and longevity to make this both endearing and worthy of investigation.

GERAINT EVANS





pluses & minuses



- Basic fun – plain and simple.
- Nicely challenging.
- Strangely involving.



- Criminal lack of analogue control.
- Just a PlayStation port.
- Unforgivable graphical niggles.
- Never truly fulfils its potential.

If you like this...

Jet Force Gemini
Rare
N64/34, 93%
The finest third-person shooter ever, courtesy of the masters at Rare.

6 VISUALS
Nicely stylised, but much too basic for the N64.

7 SOUNDS
Cutesy Japanese ditties and decent voice acting.

2 MASTERY
The PlayStation can do it, but we expect more from the N64.

7 LIFESPAN
You'll want to play to the end – then never again.

VERDICT
Not what we hoped for, but still surprisingly involving and good fun through to the end.

70%

Totally obsessed?







Then get all the news, fixtures, results and interviews on the largest network of independent fan-sites

TotalFootball.com

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:

SIN AND PUNISHMENT







Sword skills sharpened! Ace blasting tips! The toughest bosses beaten! 58



GO! GO!

Club 64



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30 Monmouth Street,
Bath, BA1 2BW.
Fax: 01225 732341
e-mail:
n64@futurenet.co.uk
Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** badge!



Andrea's away for a bit, so which lucky, lucky person gets to wade through N64's super-sized mail sack? Mr Mark Green. That's who.





'pretty ace'

I bought my N64 on the day of release, and I've spent around £2,000 on it since then – money well spent. I've got 59 games, five controllers, three Controller Paks, two Rumble Paks and two Transfer Paks. Anyway, one day I decided to make your logo out of the games and joypads, plus some Pokémon stuff. I think it looks pretty ace, wouldn't you agree?
Adam Bate, Cornwall

Simple, and yet so very effective. We even spotted an old Super Play poster on the wall behind – you truly are a dedicated Ninty fan. **Ed**



We're not biased at all, but this is officially 'art'.

Correction corner

Spotted something awry? Slap our wrists, then.

This is a correction of a correction in Correction Corner. In issue 50, Joshua Clarke told you that 'Saiyan' should actually be spelt 'Saiya-jin'. But 'Saiyan' is, in fact, correct – you got it right!
James Hambridge, Southwell

Ha! Vindicated. And we'll go Super Saiyan on anyone who questions our Dragon Ball Z knowledge again. **Ed**

In the *Majora's Mask* review in issue 50, I noticed that you said the Fairy Mask is used to collect all 16 stray fairies, when in fact there are only 15. Who is to blame here? Is it Mark?
A Reader, via email

Got it in one. **Ed**

That Mark's been at it again. In issue 51's review of *Sin and Punishment*, he said that NTSC were the developers behind *Ridge Racer 64*, when clearly it was NSTC. NTSC is the TV system.
Tony Pang, via email

Hmph. Stupid name for a developer anyway. **Ed**

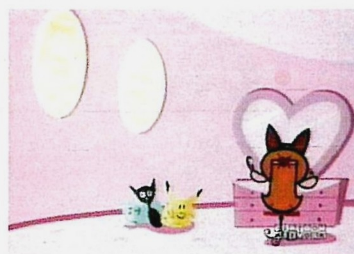
In your book 'The A-Z of *Majora's Mask*', you mention a 40-rupee reward that's on offer for knocking a man out of a tree in Hyrule Field. Shouldn't that be *Termina* Field?
David Hardy, via email

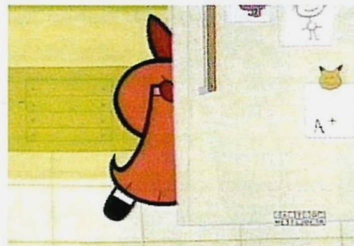
Possibly, possibly. But now I'm in charge, I'll get someone else to 'field' this query. A-ha! Ha. Ha. Hmm. **Ed**

'perfect pet'

Following on from the letter in issue 50 about The Powerpuff Girls, has anyone seen the episode with Beebo, the 'perfect pet'? There's obviously a Ninty fan amongst the animators, because in that episode there's a Pikachu plush toy and fridge magnet in the nursery. Maybe this is an in-joke on the part of Tara Strong, the voice of Bubbles – she used to play Koopa Troopa in the *Mario Bros 3* cartoons, you know. Oh, and I was only watching Powerpuff Girls while waiting for Dragon Ball Z to start. Honest...
Greg A. Lamb, Basildon

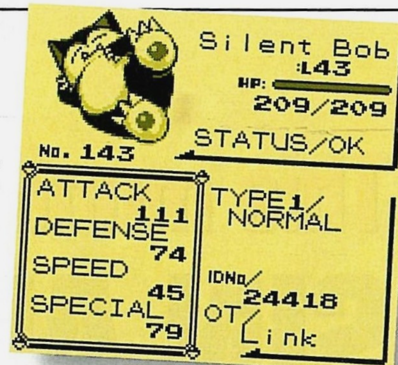
Well spotted. Although your intricate knowledge of cartoon voice artists genuinely worries me. **Ed**





'interesting pattern'

I've been collecting **N64** Magazine since issue 20, and over that time I've noticed an interesting pattern. Take, for example, the Pokémon called



Silent Bob! I choose you! Don't expect much conversation, mind.

'Silent Bob' in the screenshot in issue 33, page 37. Or the Game Boy Camera shot of 'Chronic' in issue 37, page 46. And there's another GB Camera photo in issue 50, page 32, showing 'Bluntman'. So, who's the big Kevin Smith fan, then?
Adrian Hopkins, Wokingham

Congrats – you're the first to spot Kittsy's unhealthy love for the off-the-wall movie director who created Mallrats, Clerks and Chasing Amy. "After all this time, somebody finally noticed," Martin chuckled. "Snoogans!" Eh? **Ed**

'size of games'

I'm disappointed that Nintendo are opting for their own mini DVDs with Gamecube. With just 1.5GB (Gigabytes) on a disc, as opposed to the 4.7GB on a proper DVD, doesn't that mean the size of games be limited? I suppose we'll be seeing Gamecube games spread over two or more discs.
Mousir Iqbal, London

Fret not – 1.5GB is easily large enough for most games. Majora's Mask, for example, takes up 64Mb on its cartridge – GC discs are 23 times bigger than that. **Ed**



Size won't matter when it comes to GC titles. Phew.

'plastic things'

I decided to rip those plastic things off the end of my old N64 controllers and tear them apart. They're wrapped in rubber, and there's a TDK logo inscribed on the insides. Can you tell me what the point of these is? Did Nintendo lose some deal with TDK back in '97?
Joseph Murphy, Newmarket



Nothing as sinister as that – they're simply insulators that help joypads comply with European regulations designed to prevent electric shocks. Admittedly, with the N64 using only 12V of electricity, the chances of a jolt are almost non-existent. But that's EC regulations for you. **Ed**

'holding his knees'

I made these models using FIMO clay. Skull Kid is the one sitting down and holding his knees, and his friend is one of the Deku tribe. I hope you like them.
Rob Shuttleworth



△ *Suddenly, Skull Kid realised that his rear was frozen to the ice.*

Love 'em. How about making a model of Link to complete the set? **Ed**

'almost identical'

I am writing to inform you that even Official PlayStation 2 Magazine realises that *Zelda* has the best control system ever. In their review of *Dark Cloud*, they show how it copies the Z-targeting system and the transparent maps. The chests and their contents look remarkably similar to the ones in *Zelda*, too, and one of the enemies just happens to be a skeleton who holds a circular shield in its left hand and a sword in its right.
Anthony Stafford, Tyne and Wear

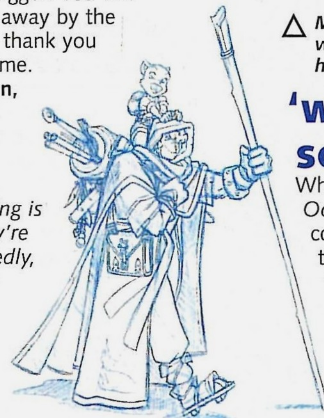


Despite Dark Cloud*'s outrageous stealing antics, our friends over on Official PS2 mag insist that the PlayStation 2 "still rules". They'll learn…* **Ed**

'blown away'

As shown in the sketch in issue 51, Rare's *Dinosaur Planet* features a large fox-like character. Well, he's an exact replica of Yameneko from *Chrono Cross*, Squaresoft's sequel to *Chrono Trigger*. You will be blown away by the likeness! I thank you for your time.
James Lynn, via email

Blown away, you say? All we're feeling is a light breeze. They're both foxes, admittedly, but 'exact replica'? Hmm. **Ed**

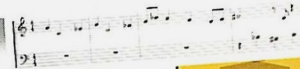


Here's the fellow from our **Dino Planet** *Future Look…* ▷



▽ *But do you reckon he's a dead ringer for this chap from* **Chrono Cross?**





△ *Music to our ears. Or it would be if we were even half talented.*

'wondrous sounds'

While playing *Zelda: Ocarina Of Time*, I couldn't help but admire the wondrous sounds that came from it. So, I decided to put together a piano book so you can enjoy the lovely tunes whilst the N64 is turned off.
John Aston, Cheshire

Great stuff. Now all we need is a piano in the **N64** *office to play them on. Oh, and someone who can play the piano.* **Ed**

'liked that'

Why did you do away with the 'recommended website' bit at the end of Directory? I liked that. I've had an idea, too. Why not include a section featuring the best of readers' websites? I know I would enter my

DREAM ON

Your gaming hopes made real. Sort of.

COPÉMON SNAP

As a traffic cop, you must drive through towns and countryside, photographing motorists committing offences. For big points, you need to get the car licence plate in the viewfinder. Encourage motorists to speed by following them bumper-to-bumper in the fast lane.

Your boss will reward you for pictures of motorists eating sweets or using mobile phones by giving you faster police cars until you can barely keep the vehicle on the road. Bonuses are gained by 'throwing the book' at motorists and photographing their shocked expressions when you refuse to ignore a trivial offence. Extra points can be accrued by demanding on-the-spot fines in return for destroying the pictures. *Copémon Snap* – Gotta Nick 'Em All™!
'Quorthon', Norfolk

There's a barely-detectable note of irony there. Have you just been on the receiving end of a whopping great fine, by any chance? **Ed**

BAR MANAGER 64

In this game, you start out by cracking open your piggy bank and buying an empty building. Then, you get to fill it with carpets, a bar, seats, tables and so on. The next step is to order the drinks and hire your own staff, then watch the punters roll in and moisten their palates with your finest liquid merchandise.

As the bar becomes more successful, you might find rival managers try to buy you out. If you accept their offers, you can move up to ownership of a more expensive establishment, such as a nightclub or even a casino. Other features of *Bar Manager 64* include a wide range of carpets, items and staff.
Jack L. Patrick, Leicester

It'd have to be a game for over-18s only, of course, if you're plan to stock your bar with alcohol. But with 'a wide range of carpets', how can it fail? **Ed**

Send ideas for games *you* want to see to:
Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GO! GO! ▷

BONUS LETTERS

Please show this letter on your **N64** mailbox!
Roki Williams, Swansea

Consider it 'shown'. **Ed**

After seeing Mark Green's name in *Perfect Dark*'s end credits, I have come to the conclusion that he did the voice for Grimshaw.
Peter Starr, via email

You'll pay for that. **Ed**

Hello there. I am a consistent, and happy, N64 player.
James Kent, via email

Bless. **Ed**

Alan is cute, but not as cute as Geraint.
Sarah Ward, Stirling

Maybe we should start up an **N64** boy band. **Ed**

I think that some of your verdicts are silly.
Graeme Mitchell, Northumberland

In my verdict, you're absolutely right. **Ed**

These usernames and passwords open up the secret parts.
Michael Rose, Manchester

If only it was that easy in real life. **Ed**

True or false?
Steve, via email

Can I phone a friend? **Ed**

It's clear that *Rogue Squadron* used Yngwie Malmsteen's name in its secret code because of his 'Rising Force' track.
Ousey, via email

The less said about Yngwie Malmsteen's 'Rising Force', the better. **Ed**

The music in *Ocarina Of Time*'s Gerudo Fortress is the same as that in *Tecmo World Wrestling* on the NES.
Michael Haber, Manchester

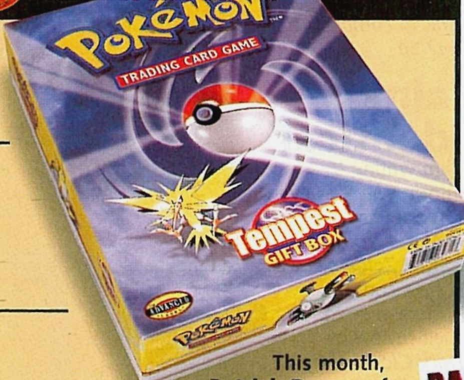
Are you sure about that? **Ed**

Dude, where's my car?
Phillip Bennett, via email

Probably where you left it. **Ed**

BARGAIN HUNTER

Every month, we'll be printing details of the best N64-related bargains recently spotted by you – our legions of loyal readers. So send them in!



ELECTRONICS BOUTIQUE

ISS '98 £14.99
Patrick Rosser, Exeter

SPECIAL RESERVE

Body Harvest £7.99
Wipeout 64 £9.99
Quake II £9.99
Turok: Rage Wars £7.99
Michael Owen's World League Soccer £9.99
Patrick Rosser, Exeter

E-PLAY

Quake II £12.99
All-Star Tennis £14.99
Episode 1 Racer £19.99
Mario Party 2 (pre-owned) £26.99
TWINE (pre-owned) £25.99
Craig Towns, London

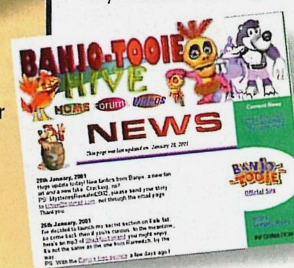
This month, **Patrick Rosser** of Exeter nets a Pokémon Trading Card Game gift box for being our best bargain hunter. Nice!

Spotted an N64 bargain? Tell us where you saw it! Write to:
Bargain Hunters,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.

(Offers not guaranteed in stores nationwide)

site for it. Finally, I've drawn a picture of Deku Link which I thought you might enjoy.
Mike Laraman, via email

How's this: the 'recommended website' and contacts list will be back in Directory next issue; your Deku Link picture is over on the **N64** *board; and, best of all, we'll be kicking off a new section next month that'll feature the best of* **N64** *readers' websites. If you've created a web page that you'd like us to see, send the link to us here at Club* **64**. *Take a peek at Mike's excellent Banjo-Tooie website (http://bthive.homestead.com) for inspiration.* **Ed**



Have you got a website as good as this? Let us know – we might even put it in the mag!

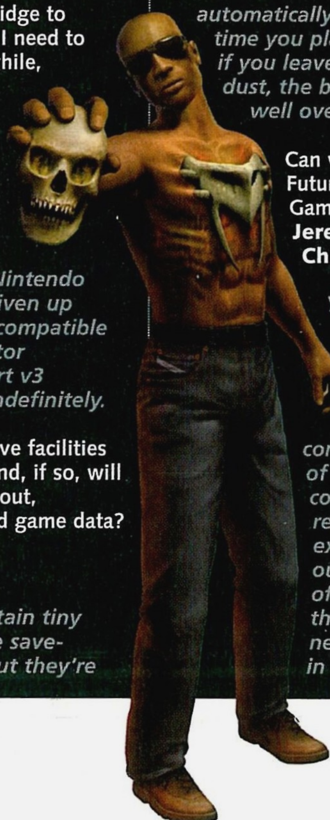
'this article'

I found this article in the Daily Mail. It's about a mother who claims her son tried to kill her because of the N64. The best bit is the picture – look

So tell me this

If I buy a convertor cartridge to play import games, will I need to buy a new one after a while, in order to play the latest releases?
Alex Colling, Newcastle-upon-Tyne

In the past, the answer would have been 'definitely'. But Nintendo finally seem to have given up making new games incompatible with the latest convertor cartridges. The Passport v3 should see you right indefinitely.



Do carts with built-in save facilities have batteries inside? And, if so, will those batteries ever run out, therefore losing all saved game data?
Richard Stratton, via email

Yep, cartridges do contain tiny batteries that keep the save-game memory alive, but they're automatically charged every time you play the game. Even if you leave the cart to gather dust, the battery will take well over a decade to die.

Can we expect any Futurama games on Gamecube?
Jeremy Davies, Chichester

Your luck's in. The sequel to the Simpsons is heading to "next-generation consoles", courtesy of Scandinavian coders UDS. We reckon you can expect the laugh-out-loud adventures of Fry, Bender and the gang on a GC near you sometime in 2002.

Is *Bomberman 64: The Second Attack* coming out in the UK?
Carl Thompson, Manchester

'Fraid not. Don't let that worry you – it's rubbish.

In Issue 51, Peter Barrett wrote in about the *Perfect Dark* picture that he'd got signed by loads of Rare people. I want to do the same, but I don't know Rare's address.
John Sharples, Preston

Ooh, they're going to hate us for this. The address is:
Rare Ltd, Manor Park, Watery Lane, Twycross, Atherstone, Warwickshire, CV9 3QN.
Don't tell them we sent you...

1. Any news on *Shadowman 2* for Gamecube? I'm really looking forward to it.
2. With time, could developers exceed Gamecube's 6-12 million polygons-per-second limit?
3. Is it true that Namco are creating

carefully and you'll see he's actually holding a PlayStation controller.
Ross McFarlane, Knaresborough

"Lost all his friends and refused to go outside"? Alan's recent behaviour suddenly becomes clear… **Ed**

Hmm. That certainly isn't an N64 joypad. Curious…

The boy addicted to his Nintendo

TROUBLE for one boy started when his mother gave him a Nintendo games console for his 11th birthday.
Soon he was spending ten hours at a time playing the games and his mother claims they turned her son from an angelic, well-mannered boy into a violent tearaway in two-and-a-half years.
She says he played truant from school and spent all his time on his computer.
He would stay up all night and became a recluse. He lost all his friends and refused to go outside.
The worried mother tried to wean him off the games but did not have the results found by the U.S. researchers.
She cut him down to four hours a night and then from two hours a night to two hours a week.
She locked the Nintendo away and hid the key.
But the 13-year-old boy, from Bradford, became increasingly violent and abusive to her.
The woman, who cannot be named for legal reasons, said her son began to imitate the violent characters in the computer games.
She claimed he threw a knife and ornaments at her, slammed and kicked doors, shouted and swore at her and made repeated threats to kill her.
On one occasion, he cut the phone line as she tried to ring the police after he threatened her with scissors.
Finally he tried to burn his house down in the middle of the night by pouring flammable liquid into a bin in the kitchen and setting it alight.
The boy was given a 12-month supervision order by Bradford Youth Court after he admitted arson and criminal damage.
He has been placed in the care of the local authority.
His mother said: 'It breaks my heart.
'Those computer games have ruined his life and mine. They were like a drug to him and he was addicted.
'I'm convinced he would have killed me if he'd been allowed to carry on.'

'even Navi'

How's this for dressing up? Two action shots of Link (my brother Anton) discovering the legendary 'Snowman's Mask'! In the first pic, Link creeps up the dungeon stairs – look at the detail! There's the dagger, the Deku Stick, even Navi. In the second, Link triumphantly lifts the fabled mask from the chest.
Andrew Wayne, Banbury

Could this be an indication of what Zelda might look like on Gamecube? Cripes. **Ed**

The Snowman Dungeon even has a banister to aid weary adventurers. Considerate, eh?

Ridge Racer V **for Gamecube?**
4. You have *Killer Instinct 3* as a confirmed title in your release list. What do you know about it?
Darryl Williams, Reading

1. The game's definitely in production for PlayStation 2, but no news yet on a Gamecube conversion. To be honest, it doesn't look that great – the original Shadowman creators aren't involved.
2. Almost certainly – after all, games like Jet Force Gemini and Majora's Mask broke through the N64's own theoretical visual barriers yonks back.
3. We reckon so, but there's been no official word on RRV or any other Namco games on Gamecube yet.
4. Nintendo's Ken Lobb confirmed KI3's existence ages ago. As it's unlikely to see the light of day on N64, we're guessing it's a Gamecube game. Watch this space…

What's the V-RAM Viewer on the Datel Equalizer? It says it allows you to view graphics not normally seen during the game.
Butti Luca, via email

It allows you to view graphics not normally seen during the game. All kinds of visuals are stored on an N64 cart – title screens, menus, characters, objects, and so on. The V-RAM Viewer forages around inside the cart, digs out any graphics it finds, and displays them. Bear in mind, though, that it only works for 2D stuff – it isn't able to track down any hidden 3D objects.

Got a Nintendo-related query that's just *itching* to be answered?

Send it to us:
So tell me this…,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.



The N64 Magazine BOARD

Now Incorporating Monster Museum!

Nintendo World

Nope, it's not Wil's handiwork. Worldybloke is raiding lost arks here thanks to the mouse skills of Essex's Richard Brady. Nicely!

Great work by Croatia's Ivan Kolik. How many characters or references can you spot?



Here's that pic from Mike Laraman. Now he should be completely contented.





The last thing that many a Datadyne guard sees… Brian Kielt from Co. Derry drew this – cheers!



Dream On meets the N64 Board – Poke Force Gemini, from Rebecca Thompson in Kent.

HOW TO... eliminate the hardcore in SIN AND PUNISHMENT



Help the spiky-haired manga trio save the planet.

by Geraint Evans

WHAT WE SAID



We reviewed *S and P* in **N64**/51 and this is what we concluded:

"A simply stunning shoot-'em-up that shows the N64 running at full steam. If you own an NTSC machine or converter cart, this is essential."

89%

If any of you have been lucky enough to get your hands on a copy of Treasure's awesome shooter, *Sin and Punishment*, you'll know that this is a relentless, unforgiving monster of a game.

Around every corner and behind every Ruffian barricade lies one deadly Seemer boss after another, each with its own terrifying range of attacks. So, it'd be pretty darn handy to have a guide to those energy-sapping robotic freaks, wouldn't it? Thought as much. Read on, defenders…



◁ *If you run out of time, your energy level will begin to decrease.*

◁ *Look out for weaker, multiple enemies.*



N64 STAR GAME

GENERAL TIPS

Remember the following – or die.



SWORD PLAY

Under no circumstances should you rely on your blaster alone. Your sword is actually much more useful, allowing you to engage in close combat as well as deflect incoming projectiles and swat away obstacles. It's basically the most powerful weapon in the game – so ensure you're handy with it.



LOCK-ON?

Try not to rely too heavily on the lock-on function. Being the weakest option open to you, it takes ages to destroy multiple enemies. The normal, red crosshair delivers more damage and gives you plenty of practice for the harder levels, while enabling you to earn a place in the high-score table.



MOVEMENT

The trick to mastering *S and P* is to concentrate on where you're aiming, while making a mental note of the source of incoming lasers. With time, you'll be able to gauge where they'll end up at the front of the screen, and evade them accordingly – or, if in doubt, use your sword to bat them back.



ENEMIES

You should always be mindful of your kill count. If you're running low on credits, concentrate on taking out the weaker cannon fodder – for every 100 kills you rack up, you'll receive an extra continue. Make sure you pick off as many gribblies as possible early on, to avoid trouble later in the game.

TACTICS FOR TOKYO'S MOST WANTED

CENTIPEDE SEEMER

Not the toughest, but there are a couple of things worth noting. Firstly, always go for the legs – this won't deal damage, but it does give you extra kills and therefore credits. It's worth leaving the head alone until you've shot at least 50 flying insects in the background or have only 15 seconds on the clock – again, kills mean credits.





Don't forget to blast the legs first for extra credits.

ARMED VOLUNTEERS AIRCRAFT

As is the case with many of the bosses, you'll need to stay central here, in the gap between the two bolts of laser fire. Blast away at the cockpit and then strafe and jump to avoid the laser cutter. Now go back to the centre, making slight strafing adjustments to stay safe while you deflect back his rockets with your sword.



The deflecting skill is one of the most important to master.





SCORE BOOSTER!

DELAYING TACTICS
You'll notice that there are many bosses who attack you while loads of Ruffians swarm in the background. In order to maximise your score it's often wise to ignore the boss while you get as many easy kills as you can. Then, just when your time is about to run out, concentrate on the boss. This is an essential tactic if you want to run up 1,000 kills or more.

RADAN

The first of the big bosses is not too tricky. Move back to the opposite side of the building and double-jump the attacks coming from his head. Now rush forward and hack away at his bonce with your sword until he falls off the building. When he's down, back off and wait for him to change back from his (invincible) blue hue, then repeat.





Your sword attacks are much stronger than the normal blaster.

LEDA

Although initially very frustrating, Leda can be dispatched very quickly indeed. First wait for the robot kitty to hit the floor in the middle, then as quickly as possible aim your sight at it. Now, leaving the sight where it is, strafe clockwise, hitting every *other* 'propeller pod' into the face of the squeaky-voiced little chump. Do this enough times and it'll leap to the top of the poles.

Now wait for Leda to jump around. As soon as it's in your vicinity, time your leaps so that you're in the air when it hits the top of the poles. Now slash at it like a mad thing with your sword. A few passes like this and it'll do a runner.





Leda is much easier to hit than it seems at first.

KACHUA

1 First off, concentrate on racking up kills as the soldier drones fly at you, using the sword to dispatch the second and final wave of drones on the ground to ensure a pile of credits. One sword swipe is all you'll need to kill the 'human' Kachua and turn her into…



2 …Robot Kachua! Lock-on is a *must* here so that you can focus on staying alive. Use strafing and last-minute double-jumps to avoid her sweeping arm attacks. Keep that finger on the trigger to send her under the lava as quickly as possible.



3 Once Kachua is hiding beneath the fiery waves, lock onto the green orb for a second time – it's just visible somewhere near the middle of the screen – and stay central, making slight strafing adjustments to evade the oncoming lava plumes.



4 The robot should now burst into view. Lock onto Kachua's central section again, then continually strafe from side to side the moment the glowing orbs streak towards you. To ensure victory, keep firing as you fly left to right like a lunatic.



GO! GO!



DEFLECT AND DESTROY
In order to gain even *more* kills, look out for deflectible projectiles. More often than not, these can be used to destroy high-scoring scenery and enemies, such as the helicopters in the Flagship battle or the barrels on the streets of Tokyo.

ARMED VOLUNTEERS WEAPON





Make absolutely sure you stay in the centre of the screen. Your first goal is to knock out the four gun turrets on the sides of the corridor – with these out of the way it'll save a whole world of grief. Now time your jumps so that the laser fire passes under you – much like a skipping rope. Focus on one weapon's output at a time and the AVW will soon be history. Mint.

ANEMONE SEEMER





This fella needs to be dispatched at speed with minimum effort, because if you get too badly damaged you won't have enough energy for the Crawfish Seemer. Start by taking out three of its legs. When it hits the ground, quickly destroy the three pink orbs at the centre. Careful positioning and jumping between its fiery projectiles should see you through okay.

CRAWFISH SEEMER





△ *If you don't lock on, you'll be in a whole world of trouble.*

If you concentrate on the road ahead, this should be a painless experience for the most part. First off, do yourself a favour by locking on. This way you can devote your efforts to staying on the path, strafing past the walls, and jumping the gaps and mines while collecting those all-important bonuses.

BRAD AND LEDA

You won't be able to do anything until Leda is finally out of your way, so lock on and destroy it while you avoid the mines and the green laser. Once the creature is dead, Brad will approach. All you need to do here is frantically smash away at the Z-trigger when the swords lock so that you can smack him against the window. Three successful attempts will see him fly through the glass, moving you on to the excellent Flagship battle.





◁ *Destroy the irritating Leda before tackling its master.*

SENTRY MACHINERY





First, take out the main sentry's two, smaller siblings – the ones which don't have a shield. Once they've been destroyed, the main sentry will take to the skies and drop bombs on you. Best survival tactic here is to strafe your way into the gaps between them. Don't bother locking-on because, should you find yourself caught out, you can always deflect the bombs with your sword.

POLESTAR





For the duration of the Polestar's approach, your aiming skills need to be nigh-on perfect. Do not lock on, as you won't have enough firepower. Simply follow the bomb with your sights and try to take off as much energy as possible by the time it reaches your platform. Once it's within striking distance, use your sword, and strafe to ensure you connect three times with each pass. If your aim was good enough, the third pass will bring about its destruction.

BIRTH MODEL



As if the bosses weren't freaky enough! This boulder pile will take scoring hits anywhere on its body, but if you want to defeat it you'll need to target the purple eye which appears periodically and then deflect back its own projectiles. Keep this up and it'll be rubble in no time.

SPIDER SEEMER



2 You'll need to stay constantly on the move – locking on is useless as this boss frequently hides behind the barricade. Concentrate on hurling all your firepower at the arachnid, while swiping at its minions with your sword. Don't stop jumping and strafing and you should be fine.



1 This three-stage beastie can be a real pain. First, strafe continually while pummelling it as it sits on the roof. Keep aiming and firing as it moves inside, and prepare yourself for the frightening encounter to come.



3 For the last section, aim at the bins and hold down the trigger. You must consistently hit the Seemer with its own spidery gunk while watching out for its blue-tinted streamer. Move to the other side of the kitchen to stay out of its blast radius.

FINAL STRETCH







There's not much in the way of bosses here, but some tips may be in order to help you rack up that monster score. There's lots around that'll deliver tons of points – the harmless lumbering lizards, for example, yield two bonus icons, and their main bodies are so tough that you can blast them for ages, sending your score meter crazy. Also, watch out for the time and bonus icons stacked up on the buildings – they'll help your score by giving you more time to blast the Ruffians. For those of you after a huge kill score, go for the snakes and slash them with your sword, as they can deliver up to eight kills a piece! Other than that, you'll just have to jump like a lunatic and hope for the best.

EARTH MIMICRY

Again, utmost concentration is required here along with a near-perfect aim. Your task is to protect the planet from Mimicry's missile and meteor bombardment while hammering away at the Earth's doppelganger. As a rule, you'll need to keep your aim fairly central, so you can be sure you're depleting Mimicry's HP while taking care of most of its projectiles as and when they spawn. You will, however, be required to deal with the constant stream of missiles, too. These always follow a strict pattern, so to counteract the threat, get used to making sweeping arcs along the front line of projectiles, taking out each one in quick succession. If you can master this, you'll save the planet in no time. Watch out for the green meteors, though – destroy them before they have a chance to explode, or they'll send out prongs of faster missiles, which you'll be unlikely to intercept entirely. Good luck.





You won't see fireworks like this in any other blaster...





ENEMY CONSERVATION

Don't just wade in guns blazing. Always assess the situation carefully. If enemies are riding a vehicle, make sure you pick them off one by one. Destroying the lifts in the shaft section, for example, will only give you one kill, whereas picking off the soldiers first and then destroying the lift will deliver up to four kills...

HOW TO...
be top duck in
DONALD DUCK: QUACK ATTACK

Here's some premium tippage for Ubi Soft's colourful Disney romp – we'll send you the bill.

by Alan Maddrell



Donald Duck is one of those curious games that is solid, mildly entertaining but just doesn't quite make our tired eyes sparkle. That said, if you're too young to know what a Dalek is, and irritable ducks 'float your boat', then you just might be in for something of a treat.

Finding some of the bits and bobs can be a little taxing, as can squaring off against some genuinely quite scary baddies from Donald's past. Which is why, caring types that we are, we've decided to offer a little help. Just so you don't quack up. Oh, that was a feeble duck joke, wasn't it? Sorry.

WHAT WE SAID



We reviewed *Donald Duck: Quack Attack* in issue 49 and this is what we concluded:

"A competent enough platformer that lacks originality and challenge. Only younger Disney fans need apply."

69%

DO IT! Get this stuff right or your, er, goose is cooked.



SEARCH!
Keep 'em peeled out there and you'll actually find it quite easy to spot hidden things. If it looks like an area can be explored, explore it. There's always something good to be found.

AVOID!
There's no point in heroically hurling yourself into the path of the enemy. Donald's got enough of a spring in his step that you shouldn't really need to kill many mid-level baddies. Just jump 'em.





WALK!
Easy though the game might seem, you shouldn't simply pelt it through levels (other than the chase sequences, of course...). You're bound to drop down an unexpected hole, which is plenty annoying.

HIGHLIGHTS

Goodies you wouldn't want to miss from around the world.

FOREST

1 On Forest Edge, there's an extra life hidden underground on the right. Easily missed...



2 You'll come to a branch on Dangerous Cliff which splits into two. Head right there to find some good stuff.



3 On The Track, jump over the spiky plant. You'll find a handy extra life secreted underneath the rock nearby.

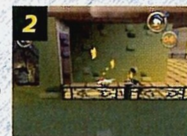


DUCKBURG



1 In Urban High-Rises, get to the rollers. Use the springboard on the right to reach a life high up on the left.

2 On Roof Tops, you'll find a toy without a spell book. The book is under a platform inside the nearby building.



3 On The Roofs, you can jump up to grab an extra life immediately after the series of four revolving platforms.



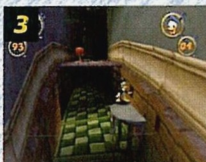
HAUNTED HOUSE

1 On Ghostly Path, keep an eye out for this extra life high above the ground. Use the evil bat to get up there.



2 After the spiky coffins on Creepy Corridor, you can find the toy directly underneath its book, so go back and get it.





3 On Earie Alley, get to where the path splits into high and low sections. On the lower level is the spell book for the lonely toy.

MERLOCK'S TEMPLE

1 On Ancient Fate, find the series of hovering platforms going up. At the highest point, you'll find an extra life.





2 On Murky Way, take a peek under the rolling platforms that lead down. You'll find another life there.

3 On Artifact Way, after the springy hands, you can either go up or down. A toy is found on the way up – use the left-hand blocks.



EASY LIFE

There's a very simple way to ensure you never run out of lives before a level's complete. Simply enter an easy level where you know there's an extra life. Collect it, then exit the stage. Go back in and collect it as many times as you need!



BOSSES



BERNADETTE THE BIRD

When her eggs are falling, keep moving, then press B to duff up the little chicks when they emerge – it's easier than squashing them. When that's done, keep running to avoid Bernadette. When she stops jumping, double-leap on her head to beat her.





BEAGLE BOY

Avoid his wrecking-ball attacks until he emerges from his cab to fix the machine. Immediately do a double-jump near the cab to smack him about. When he starts lobbing dynamite, wait until a green wad of cash emerges. Punch that to win.



MAGICA DE SPELL

Punch the pumpkin off the side of the platform, then jump away from Magica's electric attacks. Far trickier is the next bit... One of the coffins will flash three times in a row. Immediately leap onto it and kick the bomb (with B) into the gate. You'll need to boot three bombs for each of the three gates, then 'tis done.





MERLOCK

Get away from Merlock, punching each switch you see. You can then concentrate on shooting him. Next, simply repeat the process – but you'll have to jump over his flame attacks this time. In the final round, you need to avoid the flame pillars *and* the flame attacks. Don't miss the switches!



Cheats, codes and tips to bust your games wide open. Mint.

TIPS EXTRA

1 WWF No Mercy

LOSE EASILY
Do you really need to lose a match? The easiest ways are to be counted out, or get DQed by smacking your opponent with a weapon. If neither is possible, try an ambitious move that you know will be reversed (the Shoulder Breaker, for example). When doing this, hold the analogue stick in any direction and you'll submit.

WIN EASILY
In a tag-team match, throw the legal man out of the ring. Count-outs must be off for this to work. Keep repeating the same submission hold on him until he taps out. If it isn't a Hardcore match, you won't win just yet, though. After he's tapped out a couple of times, throw him back into the ring and apply the same submission hold again. Your opponent will tap out so quickly that their chum won't be able to intervene.



2 Zelda: Majora's Mask



ESCAPE CLOCK TOWN AS DEKU LINK
This is something of a glitch, but it could possibly be useful if you're thoroughly useless and can't reclaim the Ocarina. Go to the east gate and approach the guard while keeping as far left as you can (towards the Milk Bar). Turn to face away from him while holding Z, then hold back on the analogue stick. It'll take time to get the angle right, but Deku Link should start to run at full speed, nudging the naughty guard out of the way. Weirdly, when you get out to the field there'll be no enemies to fight and the music won't be playing. Try it yourself!

AVOID BOMB PAIN
Place a bomb, then face away from it while holding up your shield. Despite the fact that your back is exposed to the blast, you won't be hurt! Remember – you can avoid being harmed by the Blast Mask if you hold up your shield while you detonate it.

3 Mario Tennis

EASY DOUBLES MATCH WINS
Pick a computer-controlled chum as your team-mate. Then, when the opposition is serving to him or her, rush the middle of the net. On most occasions, when the ball comes back to you it's ripe for a smashing into the far corner.



HAVE CAMERA BEHIND YOU
This isn't exactly a cheat, but it's easily forgotten. If you go into the options screens you can fiddle with the camera so that it's always behind you. No more playing at the far end of the court!

WIN ON BOWSER'S COURT
Is Bowser's slippy-slidey court causing you grief? It might be time to perfect your use of the flying characters. It might sound obvious, but they aren't affected by the court's tilting action. This can give you a distinct advantage in those tricky doubles matches.



4 Pokémon Stadium

GYM LEADER CASTLE
Having a spot of trouble here? Take time to arm yourself with the following Pokémon line-up and you shouldn't go far wrong:

Mewtwo *Psychic, Recover, Barrier, Amnesia.*

Articuno *Blizzard, Fly, Double Edge, Reflect.*

Jolteon *Thunder, Thunder Wave, Pin Missile, Double Kick.*

Starmie *Thunder, Blizzard, Psychic, Recover.*

Exeggcutor *Psychic, Mega Drain, Leech Seed, Explosion.*

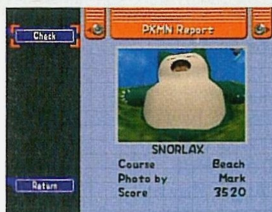
Gengar *Psychic, Night Shade, Hypnosis (or Confuse Ray), Toxic.*



ALTERNATIVE TITLE SCREEN
Complete both the Gym Leader Castle and the main Stadium game. You'll be rewarded with a new title screen that has Pikachu, Blastoise, Charizard, Venusaur and Mewtwo on it!

5 Pokémon Snap

PSYDUCK POINTS
For maximum points from Psyduck on the River level, wait until he leaps from the water, then bash him with a Pester Ball or apple. Keep your eye on the water – after a bit, the psychotic duck will perform a glittery leap for a whopping 1,200 'Pose' points.



DANCING SNORLAX
When going past tubby narcoleptic Snorlax on the Beach course, play your Pokéflute to make the fool dance. He will dance in a different way depending on which tune you play, but the first song scores the highest points from Professor Oak.

6 The World is Not Enough

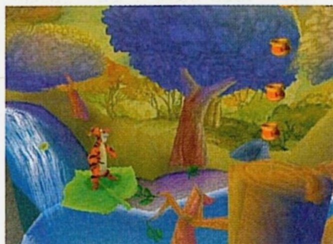
THAMES CHASE
Wait as the assassin legs it right at the level's start. Take your time early on, as your deadline doesn't kick in until you've used the Grappling Watch. Watch out for all the bad guys behind crates and around corners, too.



COLD RECEPTION
Grab weapons like the Raptor Magnum at the top of the course where it's relatively clear – you won't have much of a chance to later on. Also, shoot a snowmobile to take out everyone in the vicinity.

7 Tigger's Honey Hunt

EXTRA HONEY
Seen those patterns of honey pots that look like an arrow? Thought so. These generally point to a hidden stash of something good, but sometimes it seems impossible to find what they're pointing towards. The answer here is quite simple: forget about it and play through the rest of the game until you've acquired more powers and moves. Then return to the level with the mystery arrow and you should be able to reach the extra goodies with your new abilities.



8 Power Rangers

POWER-UPS GALORE!
There's an easy way to locate a near-infinite supply of power-ups – on many levels there are goodies stashed away inside the enemy generators. Don't just bumble in close to them, mind, or you'll find yourself smothered in baddies, resulting in death. Keep your distance but don't stop firing – when the generator's clear you can move in and snaffle the bonus.



BATTLE ARENAS
Defeating these requires a certain technique: get the enemy in your sights and hammer A like never before. It'll be over in seconds – you don't even need to strafe to avoid being hit. Simple.

9 Perfect Dark

LETHAL COMPANION
On the Maian SOS level, save your Psychosis Gun ammo – by far the best person to use it on is the fella with the pair of golden DY357s. When you get out into the corridor, turn right and pass through the door. Go immediately to your left and you'll see another door. Be fast with your Psychosis Gun here, as one shot from the guy on the other side will send you packing. Open the door and quickly Psychosis the geezer to get a very useful companion.

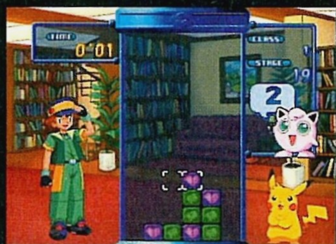


10 Mario Party 2

WIN 'SHELL-SHOCKED'
This Battletanx-like minigame has a minor flaw that you can happily exploit if you happen to be playing on your own. Simply loiter in the corner and the computer players will mostly ignore you. Then, when just one or two of them are left in the fray, simply zoom in for the kill. If, however, you try the same tactic against human opponents, this sort of behaviour is more likely to earn you a hearty slap in the chops.



Tip for the top Fresh cheats for future chartbusters



POKÉMON PUZZLE LEAGUE

Unlock Puzzle League Uni
Having trouble with some of the sections in this gruelling undergraduate course? Fancy skipping a level and trying the next? Hold Z and press A, B, R, A, A, B, R, A at the title screen.

Make Jigglypuff sing
Jigglypuff will sing for you if you execute a combo or a chain. The bigger the chain or combo, the longer the song. Sweet, eh?

Temporarily mess up the game
If you want to wreak havoc with the game so you have to reset it, go into the profiles section and press R until you reach Mewtwo. Now hold Z and press A, B, and R. Next, go to the title screen and wait for the profile demos. The pictures should be replaced by the title screen. When each character comes up, the screen becomes more and more peculiar. Don't worry, though – simply reset the game and it'll be fine.

GO! GO!

ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...



Zelda: Majora's Mask

(Use the *Zelda* keycode)

MUST BE ON	F1096880 2400
	FF000280 0000
MAXIMUM HEALTH	811E6B84 0140
MOON JUMP (Hold L)	D03DDFDB 0020
	813F72B8 40CB
USE C-BUTTON ITEMS ANYWHERE	811EAA68 0000
	811EAA6A 0000
INFINITE STUFF	
Rupees	811E6B8B 03E7
Health	811E6B87 0140
Magic	801E6B89 0030
Arrows	801E6BF1 0009
Bombs	801E6BF6 0009
Bombchus	801E6BF7 0009
Deku Sticks	801E6BF8 0009
Deku Nuts	801E6BF9 0009
Magic Beans	801E6BFA 0009
Powder Keg	801E6BFC 0009



ACQUIRE MASK	
Postman's Mask	801E6BD8 003E
All-Night Mask	801E6BD9 0038
Blast Mask	801E6BDA 0047
Stone Mask	801E6BDB 0045
Great Fairy's Mask	801E6BDC 0040
Deku Mask	801E6BDD 0032
Keaton Mask	801E6BDE 003A
Bremen Mask	801E6BDF 0046
Bunny Hood	801E6BE0 0039
Don Gero's Mask	801E6BE1 0042
Mask of Scents	801E6BE2 0048
Goron Mask	801E6BE3 0033
Romani's Mask	801E6BE4 003C
Circus Leader's Mask	801E6BE5 003D
Kafei's Mask	801E6BE6 0037
Couple's Mask	801E6BE7 003F
Mask of Truth	801E6BE8 0036
Zora Mask	801E6BE9 0034
Kamaro's Mask	801E6BEA 0043
Gibdo Mask	801E6BEB 0041
Garo's Mask	801E6BEC 003B
Captain's Hat	801E6BED 0044
Giant's Mask	801E6BEE 0049
Fierce Deity's Mask	801E6BEF 0035

ACQUIRE ITEM	
Ocarina of Time	801E6BC0 0000
Hero's Bow	801E6BC1 0001
Fire Arrows	801E6BC2 0002
Ice Arrows	801E6BC3 0003
Light Arrows	801E6BC4 0004
Bombs	801E6BC6 0006
Bombchus	801E6BC7 0007
Deku Sticks	801E6BC8 0008
Deku Nut	801E6BC9 0009
Magic Beans	801E6BCA 000A
Powder Keg	801E6BCC 000C
Pictograph Box	801E6BCD 000D
Lens of Truth	801E6BCE 000E
Hookshot	801E6BCF 000F



ACQUIRE EVENT ITEM	801E6BC5 00XX
	801E6BCB 00XX
	801E6BD1 00XX

Replace XX with:
- **28** – Moon's Tear
- **29** – Land Title Deed
- **2A** – Swamp Title Deed
- **2B** – Mountain Title Deed
- **2C** – Ocean Title Deed
- **2D** – Room Key
- **2E** – Special Delivery to Mama
- **2F** – Letter to Kafei
- **30** – Pendant of Memories

ACQUIRE MISCELLANEOUS ITEM
801E6BD0 00XX

Replace XX with:
- **05** – Flute
- **0B** – Odd Item
- **10** – Great Fairy's Sword
- **11** – Odd Hookshot
- **31** – Scroll
- **4A** – Odd Bow



For information about Action Replay cartridges, call **Datel** on **01785 810826** or visit **www.codejunkies.co.uk**

YOUR ACTION REPLAY CODES

cut out and send

ACTION REPLAY CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..

Address..

....

....

....

....

Postcode..

READERS' TOP 15 TIPS





The best one wins an Action Replay Equalizer Extreme from Datel (01785 810826) and an exclusive **N64** badge!



Tip of the month

1 WWF Wrestlemania
Climb on the turnbuckle and start taunting. Don't stop. If you don't let up for a second, your opponent won't be able to come near you and grab your legs. You'll activate the Special and easily win the match.
Jamie Baker-Beall, East Sussex



2 Perfect Dark
On Carrington Villa, use a cheat to be able to wield a weapon with a threat detector function. Look at the windmill and you'll find that the threat detector thinks it's an autogun...
Lawrence Craddock, Portsmouth

3 Perfect Dark
On the Air Base level, pull out your Horizon Scanner and zoom in. Next, hold A to bring up the menu and switch to the Drugspy. Your Drugspy will now be zoomed-in!
Aaron Reynolds, Stockport



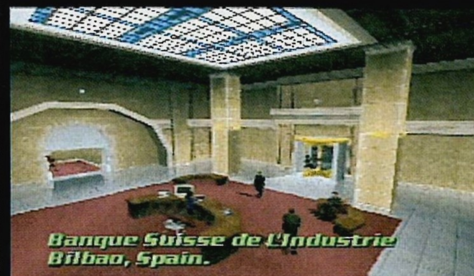
4 WWF No Mercy
To execute The Worm, get Scotty Too Hotty's attitude meter to Special and pull off a move that'll floor the opposition for a while. Stand by the side of your opponent, then nudge the analogue, and – when Scotty's finished pratting around – tap B to strike.
Andrew French, Biggleswade

5 Bio Freaks
Want to beat the game on any difficulty with great ease? In options, turn off the shields. Go back into the game and do nothing except press A. You'll win every time.
Mikael Mikkonen, Finland



6 TWINE
On A Sinking Feeling, kill all the guards in the first room, then duck and walk into the water. At the end, climb back up on the left-hand side. Keep going until you reach the ladder – this'll save you health, and you'll avoid the guards.
Jack George, Bath

7 TWINE
On the Courier level, use your darts on the guard in the safety deposit box room. It'll say you've failed the mission, but if you leave the bank your mission will be complete.
Michael Robinson, Cumbria



8 WWF No Mercy
Select a wrestler with the Snap Powerbomb as a strong grapple, and start a single Hardcore match against Essa Rios, controlled by the computer. Enter the ring and throw Essa towards and up onto the table with A and Top-C. Now, near the edge of the table, execute the Snap Powerbomb. It'll be reversed and you can walk anywhere as if you were in the ring! Weird.
Ben Milson, via email

9 WWF No Mercy
In a Ladder Match, don't waste time tapping A when you reach the top. Instead, press L, R, any C-buttons and up on the D-pad. You'll grab the belt/money even more quickly. Nicely!
Alex Andrews, Uxbridge



10 Turok: Rage Wars
Turn on the All Weapons and Infinite Ammo cheats and go for a Monkey Tag game. Choose the minigun and hold B to get a shield, then keep holding B when you become a monkey – you'll still have the shield. Nicely!
Ross Howard, Dundee



11 Zelda: Majora's Mask
As Goron Link, climb up the ladder at the back of the house in Romani Ranch. Now climb almost all the way down, then back up again, and you'll fall through the ladder into oblivion.
Jay Harland, New Zealand

12 Donkey Kong 64
Start a multiplayer game in the first arena. Enter a side area, run down a slope and scamper around the edge wall. You'll end up in a secret room containing a teleporter.
Andrew Curtis, Norfolk

13 Zelda: Majora's Mask
When you're on the cruise in Southern Swamp, pull the analogue back then slowly round to see up Link's tunic. Urgh!
Robert L, via email

14 TWINE
On Cold Reception, shoot the first ammo dump as normal, but when you come to the second one, hold Bottom-C and Left-C. You'll stop at the barrel. Shoot it to fly up into the air.
Paul Kacarevic, Coventry

15 Pokémon Stadium
If you're having trouble with the Petit or Pika cups, teach a Pokémon the Dragon Rage TM. It's guaranteed to knock off 40 HP each time, which will nobble most monsters in one or two moves.
Matthew Acland, Spalding



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best, and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'Tip of the month' slot you'll get something extra special.

cut out and send

Name..........

Address..........

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Postcode..........

Here's my top tip

It's for [game name]:

And I've found that if you:

TIPS EXTRA

Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

I'M THE BEST

Pure gaming talent, that's what we're after. Can *you* oblige?

It's been a busy old time on the I'm the Best front this issue, what with Gary Carney and Phil Hughes battling it out in our *PD* league, new *Rush 2049* and *Zelda* tables, and all kinds of great scores from far and wide.

But we want *more*. So many we'll need even bigger box, an industrial-strength letter-opener and an extra pair of arms grafted onto Steve to deal with them all. Come, prove your abilities to the world! Or are you just chicken?

New Leagues

We want to make I'm the Best even better – so we need your scores!

POKÉMON SNAP (INDIVIDUAL COURSE SCORES), PERFECT DARK (ON PERFECT AGENT, TOO), MAJORA'S MASK, TWINE, RUSH 2049, MICKEY'S SPEEDWAY



STAR PERFORMANCE



Wowsers. Just when we think someone has made a quantum leap in the *Mario Golf* department – one that's sure to leave the rest of the world struggling for at least a good six months before striking back – this happens…

Dedicated followers of I'm the Best will know that Chris Webb and John Jehan both recently raised the *MG* Speed Golf stakes, but Warren Bright's recent performances leave them in the shade and place him decidedly at the top of each league – Star Performance material indeed. A mystery game will soon be Oxford-bound as Warren's reward.

If *you* want a surprise cart from our dark and mysterious cupboard too, send us evidence of how great you are at one of your games – mark the envelope 'Star Performance', mind – and we'll check out your efforts. The very best one will get another game to master!

NEW HIGH SCORE!



Curses! Or 'Hurrah!', depending on who you are. After a slow start, it seems that the idea of upsetting Geraint galvanised you into action, and your *Rush 2049* Mission course times have finally started coming in. As shown in our fledgling *Rush* league over the page, Manchester's Michael Rose beat Mr Evans' efforts by the most, and so garners himself a surprise game!

THIS MONTH'S SCORE TO BEAT



Poor Geraint doesn't know whether to laugh or cry. His Rush time was whupped, but his Mickey's Speedway Time Trial result of 35.91 on Malibu remains unchallenged. Surely you're not going to leave it at that, are you? The best Geraint-beating performance we receive come the time we put N64/55 together (pretty soon…) wins a mystery game!

Track & Field



100M DASH

1	8.68s	Shiro Powell, London
1	8.68s	Corrinna O'Dwyer, London
3	9.28s	Tony Dunster, London
3	9.28s	Mark Dunster, London
5	9.43s	Liam O'Connell, Dorking
5	9.43s	Darren Bolton, Lincs

110M HURDLES

1	12.64s	Mark Dunster, London
1	12.64s	Tony Dunster, London
3	12.68s	Darren Bolton, Lincs
3	12.68s	Carl Hutchings, Peterboro'
5	12.76s	Mark Wyss, Glos
5	12.76s	Edward Smith, Trowbridge
5	12.76s	Andrew Simmonds, Hants

HAMMER

1	101.25m	Darren Bolton, Lincolnshire
2	101.24m	Per Strand, Sweden
3	101.22m	Darren Le-warne, Hants
4	101.21m	Adam Bolton, Lincolnshire
5	101.19m	Edward Smith, Trowbridge
5	101.19m	Julie Barker, Lincolnshire

100M FREESTYLE

1	0'46"22	Roger Santen, Lincs
2	0'46"29	Liam O'Connell, Dorking
3	0'46"33	Carl Hutchings, Peterboro'
4	0'46"37	Tony Dunster, London
4	0'46"37	Ashley Wright, Ilkley
4	0'46"37	Eddie Lunec, Newcastle
4	0'46"37	Andrew Simmonds, Hants

100M BREASTSTROKE

1	1'00"56	Mark Dunster, London
2	1'00"64	Carl Hutchings, Peterboro'
3	1'00"68	Tony Dunster, London
4	1'00"68	Kevin Holland, Guernsey
5	1'00"68	Ashley Wright, Yorkshire

TRIPLE JUMP

1	19.11m	Ashley Wright, Ilkley
2	19.10m	George Vaughan, Coventry
3	19.09m	Andrew Witham, Glos
3	19.09m	Edward Smith, Trowbridge
3	19.09m	Kevin Holland, Guernsey

HORIZONTAL BAR

1	10.00pts	Stuart Richards, Dorking
1	10.00pts	Nicholas Hughes, Scotland
3	9.99pts	Darren Le-warne, Hants
3	9.99pts	Carl Hutchings, Peterboro'
5	9.98pts	Ramsay Melville, Fife

TRAP SHOOTING

1	444pts	Per Strand, Sweden
2	432pts	Ashley Wright, Yorkshire
2	432pts	Oliver Donnelly, Felixstowe
4	429pts	Gary Parsons, London
4	429pts	Paul Wallington, Bolton

CHAMPIONSHIP

1	11237	Edward Smith, Trowbridge
2	11079	Darren Bolton, Lincs
3	10827	Tony Dunster, London
4	10807	Adam Bolton, Lincs
5	10782	Mark Dunster, London

Perfect Dark

BEST AGENT MODE TIMES

DATADYNE: DEFECTION

1	0:35	Phil Hughes, *Merseyside*
1	0:35	Gary Carney, *Newcastle-upon-Tyne*
3	0:37	Jan-Erik Spangberg, *Sweden*
4	0:38	Arif Mollah, *Rochdale*
5	0:39	Jonathan Steinberg, *Sweden*
5	0:39	Ben Gooch, *Tamworth*

DATADYNE: INVESTIGATION

1	1:32	Phil Hughes, *Merseyside*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
3	1:36	Jan-Erik Spangberg, *Sweden*
4	1:39	Anthony Ratnasothy, *Essex*
5	1:41	Damien Golding, *Watford*
5	1:41	Jonathan Steinberg, *Sweden*
5	1:41	Tony Dunster, *London*

DATADYNE: EXTRACTION

1	1:11	Phil Hughes, *Merseyside*
2	1:14	Gary Carney, *Newcastle-upon-Tyne*
3	1:19	Jan-Erik Spangberg, *Sweden*
4	1:27	Arif Mollah, *Rochdale*
5	1:30	Tony Dunster, *London*
5	1:30	Ben Gooch, *Tamworth*

CARRINGTON VILLA

1	1:18	Phil Hughes, *Merseyside*
1	1:18	Gary Carney, *Newcastle-upon-Tyne*
3	1:21	Jan-Erik Spangberg, *Sweden*
4	1:30	Tony Dunster, *London*
5	1:32	Arif Mollah, *Rochdale*

CHICAGO: STEALTH

1	0:16	Phil Hughes, *Merseyside*
2	0:17	Gary Carney, *Newcastle-upon-Tyne*
3	0:19	Jan-Erik Spangberg, *Sweden*
3	0:19	Tony Dunster, *London*
5	0:25	David Morris, *Merseyside*

G5: RECONNAISSANCE

1	0:50	Phil Hughes, *Merseyside*
2	0:51	Gary Carney, *Newcastle-upon-Tyne*
3	0:58	Jan-Erik Spangberg, *Sweden*
4	1:06	Arif Mollah, *Rochdale*
4	1:06	Jonathan Steinberg, *Sweden*

AREA 51: INFILTRATION

1	1:18	Phil Hughes, *Merseyside*
2	1:19	Gary Carney, *Newcastle-upon-Tyne*
3	1:47	Ben Bryce, *Worthing*
4	2:00	David Byrne, *Dorset*
5	2:04	Andrew Simmonds, *Hampshire*

AREA 51: RESCUE

1	1:36	Phil Hughes, *Merseyside*
2	1:41	Gary Carney, *Newcastle-upon-Tyne*
3	1:52	Jan-Erik Spangberg, *Sweden*
4	2:47	Sam Harkins, *Abingdon*
5	2:49	Andrew Simmonds, *Hampshire*

AREA 51: ESCAPE

1	2:38	Phil Hughes, *Merseyside*
1	2:38	Gary Carney, *Newcastle-upon-Tyne*
3	3:19	Andrew Simmonds, *Hampshire*
4	3:32	Sam Harkins, *Abingdon*
5	3:40	David Byrne, *Dorset*

AIR BASE: ESPIONAGE

1	1:21	Phil Hughes, *Merseyside*
1	1:21	Gary Carney, *Newcastle-upon-Tyne*
3	1:31	Jan-Erik Spangberg, *Sweden*
4	1:52	Ben Gooch, *Tamworth*
5	1:57	Anthony Ratnasothy, *Essex*

AIR FORCE ONE

1	0:59	Phil Hughes, *Merseyside*
1	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:02	Jan-Erik Spangberg, *Sweden*
4	1:07	Robert Harrison, *Wakefield*
5	1:13	Ben Bryce, *Worthing*
5	1:13	Jonathan Steinberg, *Sweden*
5	1:13	Ben Gooch, *Tamworth*

CRASH SITE: CONFRONTATION

1	1:28	Phil Hughes, *Merseyside*
2	1:34	Jan-Erik Spangberg, *Sweden*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
4	2:28	Morten Tronstad, *Norway*
5	2:31	Sam Harkins, *Abingdon*

PELAGIC II: EXPLORATION

1	0:57	Phil Hughes, *Merseyside*
2	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:18	Jan-Erik Spangberg, *Sweden*
4	2:06	Sam Harkins, *Abingdon*
5	2:13	David Byrne, *Dorset*

DEEP SEA: NULLIFY THREAT

1	3:22	Phil Hughes, *Merseyside*
2	3:26	Gary Carney, *Newcastle-upon-Tyne*
3	4:51	Sam Harkins, *Abingdon*
4	5:12	David Byrne, *Dorset*
5	10:49	Jonathan Mansour, *Liverpool*

CI: DEFENSE

1	0:58	Phil Hughes, *Merseyside*
1	0:58	Gary Carney, *Newcastle-upon-Tyne*
3	1:00	Jan-Erik Spangberg, *Sweden*
4	1:04	David Morris, *Merseyside*
5	1:26	David Byrne, *Dorset*

ATTACK SHIP: COVERT ASSAULT

1	2:29	Phil Hughes, *Merseyside*
2	2:31	Gary Carney, *Newcastle-upon-Tyne*
3	2:45	Jan-Erik Spangberg, *Sweden*
4	3:24	David Byrne, *Dorset*
5	3:38	Ben Bryce, *Worthing*

SKEDAR RUINS: BATTLE SHRINE

1	1:30	Phil Hughes, *Merseyside*
2	1:37	Gary Carney, *Newcastle-upon-Tyne*
3	1:48	Jan-Erik Spangberg, *Sweden*
4	2:53	Sam Harkins, *Abingdon*
5	3:14	Ben Bryce, *Worthing*

MR BLONDE'S REVENGE

1	1:38	Phil Hughes, *Merseyside*
2	1:45	Gary Carney, *Newcastle-upon-Tyne*
3	1:48	Jan-Erik Spangberg, *Sweden*
4	1:53	Matthew Li Kam Wa, *Lancashire*
5	1:57	Arif Mollah, *Lancashire*

DK64

RAMBI BONUS GAME

1	248	Terri Ann Johnston, *West Lothian*
1	248	Paddy Lane, *Co. Cork*
3	244	Peter Barrett, *Co. Armagh*
4	242	Jarl Andre Eltvik, *Norway*
5	238	Eoin O'Gorman, *Co. Tipperary*
6	228	Ben Gooch, *Tamworth*
6	228	Joseph Jennings, *Birmingham*
6	228	Arkadiusz Gabreycki, *Poland*
9	226	Ruben Larsen, *Norway*
9	226	James Hogg, *Barnet*

ENGUARDE ARENA

1	400	Sean Matthews, *Paisley*
2	365	Gavin Fuller, *Romford*
2	365	Arkadiusz Gabreycki, *Poland*
4	360	Gary Harmson, *Halifax*
5	350	Tom Craven, *Clitheroe*
6	345	Janne Kaitila, *Finland*
7	330	Lorne Tietjen, *Woking*
8	315	Scott Fitzgerald, *Dorset*
8	315	Kyan Kia, *Halifax*
10	305	Thomas Pearce, *Trowbridge*

DK ARCADE

1	221900	Ben Gooch, *Tamworth*
2	154900	Mat Isaia, *Australia*
3	127100	Griffin Leadabrand, *Australia*
4	105800	Paddy Lane, *Co. Cork*
5	92500	Matthew Sexton, *Bedford*
6	92400	Gary Harmson, *Halifax*
7	76000	Andrew Simmonds, *Hampshire*
8	64400	Michael Oakes, *Nantwich*
9	59600	Janne Kaitila, *Finland*
10	55100	Thomas Pearce, *Trowbridge*

JETPAC

1	999995	Andrew Simmonds, *Hampshire*
2	999990	Arkadiusz Gabreycki, *Poland*
3	999660	Jake Warren, *Bristol*
4	999355	Alan Clarke, *Oxford*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
6	84	Tom Craven, *Lancashire*
7	83	Jenna Blackman, *Pagham*
7	83	Timothy Staines, *Iford*

GO! GO!

Wipeout 64



KLIES BRIDGE		
1	0:13.6	Thomas Dooley, *Glasgow*
2	0:16.7	Thomas Grand, *Switzerland*
3	0:16.8	Ryan Brannan, *Co. Down*
GORON IV		
1	0:23.1	Thomas Dooley, *Glasgow*
2	0:26.8	Tom Craven, *Lancashire*
3	0:26.9	Ryan Brannan, *Co. Down*
SOKANA		
1	0:26.9	Thomas Dooley, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:29.5	Tom Craven, *Lancashire*
DYRONESS		
1	0:17.6	Thomas Dooley, *Glasgow*
2	0:18.5	Thomas Grand, *Switzerland*
3	0:19.6	Kevin Holmes
MACHAON II		
1	0:27.4	Thomas Dooley, *Glasgow*
2	0:31.2	Tom Craven, *Lancashire*
3	0:32.1	Ryan Brannan, *Co. Down*
TERAFUMOS		
1	0:22.8	Thomas Dooley, *Glasgow*
2	0:23.6	Thomas Grand, *Switzerland*
3	0:26.9	Tom Craven, *Lancashire*

Rush 2049



MARINA		
1	0:56.082	David Crowther, *Kent*
2	Send in your times – this could be you!	
HAIGHT		
1	1:21.528	David Crowther, *Kent*
2	Send in your times – this could be you!	
CIVIC		
1	1:22.540	David Crowther, *Kent*
METRO		
1	1:50.847	David Crowther, *Kent*
5	Send in your times – this could be you!	
MISSION		
1	1:23.350	Michael Rose, *Manchester*
2	1:26.166	David Crowther, *Kent*
3	1:30.271	Stuart Briggs, *Weston-super-Mare*

Majora's Mask



GORON RACES		
1	1:16:52	Sean Matthews, *Paisley*
2	1:20:42	James Quinn, *Norfolk*
3	1:20:74	Morten Tronstad, *Norway*
4	1:20:82	Benjamin Tatlow, *London*
5	Send in your times – this could be you!	

F-Zero X



SAND OCEAN		
1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'14"690	Adam Tucker, *Great Yarmouth*
4	1'15"246	Phil Hughes, *Widnes*
5	1'15"756	David Van Moer, *Belgium*
BIG BLUE		
1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'30"852	Andrew Mills, *Dundee*
4	1'30"947	David Van Moer, *Belgium*
5	1'31"999	Tony Dunster, *London*
SECTOR ALPHA		
1	1'16"178	David Van Moer, *Belgium*
2	1'16"336	Damien Golding, *Watford*
3	1'22"696	Adam Tucker, *Great Yarmouth*
4	1'23"527	Phil Hughes, *Widnes*
5	1'24"497	Matthew Flitton, *Cambridge*
DEVIL'S FOREST 2		
1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'19"333	Andrew Mills, *Dundee*
5	1'22"152	D. D. Ramone, *Carlisle*

FIRE FIELD		
1	1'11"599	David Van Moer, *Belgium*
2	1'14"360	Phil Hughes, *Widnes*
3	1'15"028	Adam Tucker, *Great Yarmouth*
4	1'15"183	D. D. Ramone, *Carlisle*
5	1'17"414	Andrew Mills, *Dundee*
RED CANYON 2		
1	1'20"467	David Van Moer, *Belgium*
2	1'33"471	Andrew Mills, *Dundee*
3	1'33"776	Adam Tucker, *Great Yarmouth*
4	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
5	1'34"935	Phil Hughes, *Widnes*
SPACE PLANT		
1	1'53"537	Damien Golding, *Watford*
2	1'53"944	David Van Moer, *Belgium*
3	2'00"535	Adam Tucker, *Great Yarmouth*
4	2'01"163	Phil Hughes, *Widnes*
5	2'02"173	D. D. Ramone, *Carlisle*
PORT TOWN 2		
1	1'41"918	David Van Moer, *Belgium*
2	1'52"032	Paul Galvin, *Dublin*
3	1'52"315	Damien Golding, *Watford*
4	1'52"832	Adam Tucker, *Great Yarmouth*
5	1'52"920	Phil Hughes, *Widnes*

Ridge Racer 64



RIDGE RACER NOVICE		
1	0'48"320	David Stout, *Salford*
2	0'56"780	Thomas Hower, *Denmark*
3	0'57"320	Jan-Erik Spangberg, *Sweden*
4	0'59"880	Stephen Cairns, *Edinburgh*
5	1'03"660	Matthew Sexton, *Bedford*
REVOLUTION NOVICE		
1	1'36"380	Jan-Erik Spangberg, *Sweden*
2	1'46"820	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	
RENEGADE NOVICE		
1	1'22"440	Jan-Erik Spangberg, *Sweden*
2	1'40"660	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	
REVOLUTION INTERMEDIATE		
1	2'11"840	Jan-Erik Spangberg, *Sweden*
2	4'10"760	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	
RENEGADE INTERMEDIATE		
1	1'37"080	Jan-Erik Spangberg, *Sweden*
2	2'00"160	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	
RIDGE RACER EXPERT		
1	2'11"580	Jan-Erik Spangberg, *Sweden*
2	2'29"560	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	
REVOLUTION EXPERT		
1	2'33"120	Jan-Erik Spangberg, *Sweden*
2	3'01"080	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	
RENEGADE EXPERT		
1	2'20"160	Jan-Erik Spangberg, *Sweden*
2	2'55"740	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	
RIDGE RACER EXTREME		
1	2'02"660	Jan-Erik Spangberg, *Sweden*
2	2'17"800	Stephen Cairns, *Edinburgh*
3	2'28"360	Thomas Hower, *Denmark*

Pokémon Snap



REPORT TOTALS		
1	290870	Andrew Simmonds, *Hampshire*
2	281330	Aidan Walters, *Doncaster*
3	277150	Craig Yip, *Liverpool*
4	275170	Nayaab Islam, *London*
5	274490	Keith Vacher, *Hampshire*
6	271190	John Sanderson, *Telford*
7	265250	Rosie Holliday, *Kent*
8	263410	Hedley Gabriel, *Essex*
9	260210	Michael Rose, *Manchester*
10	257000	Ben Richardson, *Middlesbrough*

Mario Golf



TOAD HIGHLANDS		
1	8'17"40	Warren 'Big Woz' Bright, *Oxford*
2	8'33"08	Chris Webb, *Gloucester*
3	8'34"64	John Jehan, *Jersey*
4	8'41"96	Raymond Wegman, *Holland*
5	9'18"68	Jon McIlvaney, *Washington*

YOSHI'S ISLAND		
1	9'21"76	Warren 'Bog Woz' Bright, *Oxford*
2	9'42"12	John Jehan, *Jersey*
3	9'51"60	Chris Webb, *Gloucester*
4	9'54"68	Raymond Wegman, *Holland*
5	11'03"28	Karl von der Luehe, *Surrey*

KOOPA PARK		
1	8'52"08	Warren 'Big Woz' Bright, *Oxford*
2	9'08"60	John Jehan, *Jersey*
3	9'13"48	Chris Webb, *Gloucester*
4	9'16"20	Raymond Wegman, *Holland*
5	10'32"68	Gary Carney, *Newcastle-upon-Tyne*

BOO VALLEY		
1	10'05"72	Warren 'Big Woz' Bright, *Oxford*
2	10'34"00	John Jehan, *Jersey*
3	10'39"08	Chris Webb, *Gloucester*
4	10'52"72	Raymond Wegman, *Holland*
5	11'44"36	Gary Carney, *Newcastle-upon-Tyne*

SHY GUY DESERT		
1	9'08"88	Warren 'Big Woz' Bright, *Oxford*
2	9'13"88	Chris Webb, *Gloucester*
3	9'25"04	John Jehan, *Jersey*
4	9'25"56	Raymond Wegman, *Holland*
5	10'47"72	Gary Carney, *Newcastle-upon-Tyne*

MARIO'S STAR		
1	9'24"20	Warren 'Big Woz' Bright, *Oxford*
2	10'08"00	John Jehan, *Jersey*
3	10'09"48	Chris Webb, *Gloucester*
4	10'18"24	Raymond Wegman, *Holland*
5	11'54"76	Thomas Grandjean, *Switzerland*

Star Wars Episode 1: Racer



BOONTA TRAINING COURSE		
1	0:13.262	Thomas Hower, *Denmark*
2	0:17.328	Guy Taylor, *Peterborough*
3	0:21.726	Matthew Mowlam, *Cowes*
4	0:22.086	Joel Ashby-Davis, *London*
5	0:23.912	Chris Turner, *Cheshire*

VENGEANCE		
1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*
4	1:05.991	Guy Taylor, *Peterborough*
5	1:07.810	Anthony Ratnasothy, *Essex*

MON GAZZA SPEEDWAY		
1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:07.382	Guy Taylor, *Peterborough*
4	0:08.397	Matthew Love, *London*
5	0:11.184	Chris Turner, *Cheshire*

SCRAPPER'S RUN		
1	0:24.551	Thomas Hower, *Denmark*
2	0:32.955	Ben Wilkins, *Australia*
3	0:33.333	Matthew Durrant, *Bognor Regis*
4	0:34.957	James McClosky, *Co. Derry*
5	0:35.589	Jan-Erik Spangberg, *Sweden*

BEEDO'S WILD RIDE		
1	0:36.526	Guy Taylor, *Peterborough*
2	0:45.298	Thomas Hower, *Denmark*
3	0:52.415	Jan-Erik Spangberg, *Sweden*
4	0:53.634	Matthew Mowlam, *Cowes*
5	0:53.650	Ben Wilkins, *Australia*

ANDO PRIME CENTRUM		
1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:47.297	Guy Taylor, *Peterborough*
4	0:50.213	Tom Beasley, *Bushy*
5	0:51.332	Ben Wilkins, *Australia*

MALASTARE 100		
1	0:26.720	Thomas Hower, *Denmark*
2	0:26.827	Guy Taylor, *Peterborough*
3	0:30.140	Ben Wilkins, *Australia*
4	0:31.002	Guy Taylor, *Peterborough*
5	0:31.844	James McClosky, *Co. Derry*

EXECUTIONER		
1	1:08.484	Guy Taylor, *Peterborough*
2	1:09.957	Thomas Hower, *Denmark*
3	1:16.516	Jan-Erik Spangberg, *Sweden*
4	1:21.040	Ben Wilkins, *Australia*
5	1:22.029	Anthony Ratnasothy, *Essex*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros



MARIO		
1	10"05	Jan-Erik Spangberg, *Sweden*
2	11"83	Hamid Momatash, *Gateshead*
3	11"85	Ben Rumsby, *Bristol*
4	11"97	Jonathan Steinberg, *Sweden*
5	13"81	Matthew Sexton, *Bedford*

DONKEY KONG		
1	14"13	Hamid Momatash, *Gateshead*
2	14"21	Ben Rumsby, *Bristol*
3	14"37	Tom Donoughue, *Balsham*
4	14"43	Scott Fitzgerald, *Dorset*
5	14"57	Jan-Erik Spangberg, *Sweden*

YOSHI		
1	19"39	Hamid Momatash, *Gateshead*
2	19"71	Ben Rumsby, *Bristol*
3	19"83	Tom Donoughue, *Balsham*
4	20"85	Jan-Erik Spangberg, *Sweden*
5	22"90	Alexander Davies, *Llandeilo*

KIRBY		
1	18"65	Hamid Momatash, *Gateshead*
2	20"95	Ben Rumsby, *Bristol*
3	20"97	Chris Grant, *Inverness*
4	21"00	Tom Donoughue, *Balsham*
5	22"99	Jan-Erik Spangberg, *Sweden*

LINK		
1	17"63	Hamid Momatash, *Gateshead*
2	19"23	Tom Rumsby, *Bristol*
3	21"21	Rob Humphrey, *Leicester*
4	21"47	Tom Donoughue, *Balsham*
5	21"57	Tom Woodward, *Bredon*

FOX		
1	13"87	Hamid Momatash, *Gateshead*
2	13"95	Ben Rumsby, *Bristol*
3	14"05	James Wood, *Cumbria*
4	14"80	Jan-Erik Spangberg, *Sweden*
5	16"13	Laurence Imich, *Essex*

PIKACHU		
1	10"80	Hamid Momatash, *Gateshead*
2	11"01	David Marsland, *Cheshire*
3	11"47	Luke Brown, *Worcester*
4	11"97	Ben Rumsby, *Bristol*
5	12"01	Robert Harrison, *Wakefield*

BONUS 1 TOTAL TIME		
1	3'19"55	Hamid Momatash, *Gateshead*
2	3'24"50	Ben and Tom Rumsby, *Bristol*
3	3'39"60	Jan-Erik Spangberg, *Sweden*
4	4'25"44	Matthew Sexton, *Bedford*

BONUS 2 TOTAL TIME		
1	5'49"88	Hamid Momatash, *Gateshead*
2	5'56"63	Ben and Tom Rumsby, *Bristol*
3	6'35"21	Matthew Sexton, *Bedford*

In association with 

More gaming talent than you can shake an analogue stick at.

skill club MILLENNIUM

Ever have a bad day? You know, when it seems there's always someone around the corner who'll tell you that you're wrong, or not good enough, and just generally burst your bubble. Well, here's one thing the naysayers can't ever take away from you: the satisfaction of having earned a place in the leather-bound ledger of Skill Club Millennium.

And the price of such ego-protection? Many hours of dedicated application, plus a stamp, at the least. Have a squint at the page opposite, pick a pinch of challenges, then send us photo or video proof when you've managed to complete them. Use the form below and mark the envelope 'Skill Club'.

Granted, it's not easy, but that's the point – and it's well worth the effort. What's more, to help you prove your talents to the world, you'll get an **N64** Skill Club certificate plus a rocking **N64** pin badge. If you make it to the Gold-hued hallway, you'll also gain a Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory, while those who reach the Platinum pagoda get a limited-edition **N64** T-shirt, too. And, whatever level you reach, you can consider all but the worst bad day blues *banished*.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64**.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' socket on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Achieve your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.*

---

skill club MILLENNIUM ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

☐	A F-Zero X	☐	K Zelda
☐	B ISS '98	☐	L GoldenEye 007
☐	C Rogue Squadron	☐	M Pilotwings
☐	D Super Mario 64	☐	N Donkey Kong 64
☐	E Turok: Rage Wars	☐	O Resident Evil 2
☐	F Lylat Wars	☐	P Mario Golf
☐	G Quake II	☐	Q Shadowman
☐	H Wave Race 64	☐	R Jet Force Gemini
☐	I 1080°	☐	S Smash Bros
☐	J Mario Kart	☐	T World Driver

Please send my badge and certificate to:

Name ....

Address ....

....

....

Hey folks! I'm upgrading! ☐

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98



What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: feel free to use any ship for this, including the V-Wing and Naboo Fighter.)

challenge D — Super Mario 64



What you must do: Complete the game (with 120 stars, not 70) with over 2,000 coins. Yup, 2,000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge E — Turok: Rage Wars



What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/38.

challenge F — Lylat Wars



What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II



What you must do: Beat the first level – Strogg Outpost – in under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64



What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge I — 1080° Snowboarding



What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64



What you must do: Beat a time of 1'43" (PAL) or 01'35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007



What you must do: Unlock all 23 cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

challenge M — Pilotwings



What you must do: Score over 3,550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2



What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf



What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman



What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus the tips book with issue 34.
(Note: there are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini



What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: There are tips in issues 35 and 36, and also in the Double Game Guide+ free with issue 38.

challenge S — Super Smash Bros



What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship



What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!



HALL OF FAME

PLATINUM Club
complete 14 challenges

Anthony Woods, *Wolverhampton*
Matthew Hall, *Ruislip*
Richard Milham, *Wolverhampton*
David Cittern, *Middlesex*
Andrew McGrae, *Southport*
Matthew Weston, *Nottingham*
Dan Masters, *Australia*
Gary Brawn, *Cheshire*

SILVER Club
complete 7 challenges

Jamie Chambers, *Cheshire*	A,D,E,H,K,L,P
Mike Richards, *Westbury*	B,G,H,L,N,R,S
Martin Flynn, *Kent*	D,J,K,L,M,N,R
Alex McIver, *Edinburgh*	A,C,D,L,M,N,S
Lorne Tietjen, *Woking*	D,E,F,H,I,J,O
Riki Taylor, *New Zealand*	C,G,I,K,N,R,S
Stephen Woods, *Lanarkshire*	A,C,D,E,G,J,L
The Alliance (c/o Richard Granville), *Bridgend*	C,G,L,N,P,R,S
Joseph and Jerry Murphy, *Co. Cork*	B,G,L,N,O,R,S
Colin White, *Derbyshire*	G,H,J,L,N,R,S
Andrew Simmonds, *Waterlooville*	A,B,G,J,L,P,S
Simon Nash, *Watford*	H,L,N,P,R,S,T
Scott Houston, *Co. Antrim*	D,F,I,K,L,N,R,S
James McDermott, *Australia*	C,E,G,I,L,N,Q,R

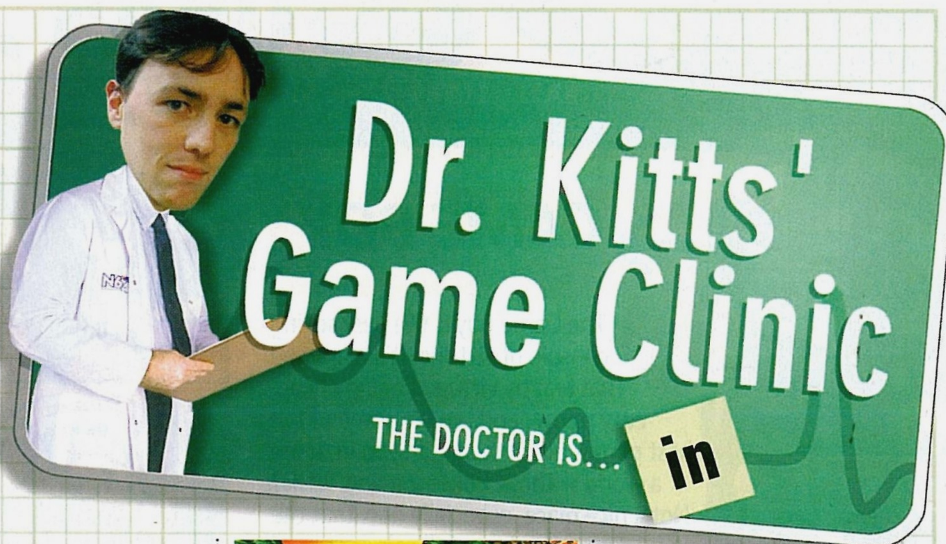
GOLD Club
complete 10 challenges

Gary Carney, *Newcastle-upon-Tyne*	A,C,D,G,K,L,O,P,R,S
Jonathan Bird, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Craig Silcocks, *Trowbridge*	B,C,D,G,H,J,L,N,R,S
Ben Wells, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Jamie Hobbs, *Thetford*	A,D,E,J,K,M,N,P,R,S
Chris Caufield and Sam Moorhouse, *Halifax*	C,G,K,L,N,P,Q,R,S,T
Jan-Erik Spangberg, *Sweden*	A,C,E,G,H,I,L,P,R,S
Kostas A. Mitzithras, *Greece*	B,C,H,J,L,N,P,R,S,T
Justin Badger, *Wolverhampton*	B,C,D,K,L,M,N,P,R,S
Joel Fuller, *Australia*	C,D,E,G,H,I,K,L,N,P,R,S
Christophe Zerathe and Thomas Grand, *Switzerland*	C,D,I,K,L,N,P,R,S,T
George Ransley, *Southampton*	C,D,E,G,H,K,L,M,N,S

BRONZE Club
complete 3 challenges or more

Stefan Charles, *Dorchester*	L,N,S
Ben Cook, *Shoreham-by-Sea*	D,L,R
Lorenz Pasch, *London*	B,L,P
Damien Plumb, *Cambridge*	L,N,P
Jonathan Walker, *West Midlands*	K,R,S
Christopher Simon Davies, *Walsall*	B,H,P
William Clifton, *Newcastle-upon-Tyne*	L,Q,S
Anders Tonsberg, *Norway*	L,P,S
Christopher Fennelly, *London*	L,R,S
Matthew Wilkins, *Malmesbury*	A,G,K
Matthew Sexton, *Bedford*	C,P,S
Janne Kaitila, *Finland*	D,R,S
James McGuigan, *Co. Armagh*	L,P,R
Hedley Gabriel, *Essex*	L,N,S
James Talbot-Hammond, *Farnham*	C,R,S
Chris Lowe, *Tyne & Wear*	A,L,R
Morten Tronstad, *Norway*	N,R,S
Daniel McGarrigle, *Ireland*	L,N,R
Thomas Beesley, *Burton-on-Trent*	C,R,S
James Fowler, *Staffordshire*	N,R,S
Alexander Davies, *Wales*	L,R,S
Ciarán O'Mara, *Dublin*	C,R,S
Adam Bull, *Leeds*	E,P,R
Matthew Hart, *Holland*	C,L,S
Simon Hynard, *Norwich*	C,P,R
Michael Oakes, *Nantwich*	C,Q,R
Stewart McIver, *Edinburgh*	C,N,S
Neil Coffey, *East Kilbride*	N,P,S
Mark Hall, *Newport*	E,L,S
Martyn Cook, *Ayrshire*	C,K,S
Karl von der Luehe, *Surrey*	B,P,S
John Calderon, *Lanarkshire*	G,R,S
Ben Wilkins, *Australia*	C,H,L
Martin Gore, *Dublin*	N,P,S
Stephen Hibbs, *London*	L,R,S
Ian Calderwood, *Harpenden*	E,L,T
Nader Kohbodi, *Anglesey*	B,P,S
Bobby Matthews, *Kingston-upon-Thames*	C,L,S
John Burke, *Bromley*	H,N,P
Alex Hellowell, *St Albans*	K,L,S
Andrew McQuillan, *Australia*	C,N,R
Tim Witney, *Essex*	L,N,O
Chris Eaves, *Newport Pagnell*	L,S,T
Mark Timlin, *Sunderland*	J,K,S
David Morris, *Merseyside*	B,G,L
David Coleman, *Ireland*	E,G,S
Stuart Barrett, *Manchester*	C,N,P
Nicole Thiele, *Australia*	K,N,S
Leigh Chambers, *Warrington*	D,K,L
John Gallagher, *Ayrshire*	A,L,S
Matthew Prior, *Norfolk*	N,Q,R
James Broyd, *Surrey*	H,J,S
David King, *Kent*	N,P,S
Steve Wilkes, *Oxfordshire*	E,R,S
Tara Tietjen, *Woking*	F,H,I,J
David Conroy, *Accrington*	C,N,R,S
Matthew Li Kam Wa, *Lancashire*	C,F,L,S
Ruben Larsen, *Norway*	I,K,N,R
Bent Eigil Sumelius, *Norway*	A,B,C,H
Sheldon Marsh, *Somerset*	C,F,N,S
Dylan Foale, *Devon*	C,L,M,R
Kasper Bruun, *Denmark*	C,G,L,Q
Turo Halinen, *Finland*	C,D,R,S
Chris Scott, *London*	G,L,P,R
Matt Swales, *Australia*	L,P,R,S
Luke Wilson, *Stourport-on-Severn*	L,P,S,T
Anthony Coombes, *Bridgwater*	E,G,L,Q
James O'Leary, *London*	C,E,G,L
Raymond Wegman, *Holland*	P,Q,R,S
Kimmo Kartasalo, *Finland*	C,N,R,S
Michael Rose, *Manchester*	K,L,N,S
Guy Taylor, *Peterborough*	J,K,L,R
Alicia Thompson, *Sheffield*	A,B,C,L,O
Chris Bartlett, *Kent*	A,D,J,L,S
Daniel Nolan, *London*	K,L,P,R,S
David Ainscough, *Australia*	L,P,R,S,T
Chris Richards and Michael Petch, *Doncaster*	C,G,K,L,S
David Furness, *Edinburgh*	C,G,K,L,P
Stephen Larner, *Stoke-on-Trent*	C,N,O,Q,R
Peter Bottomley, *Cheshire*	J,L,N,O,R
Peter Barrett, *Co. Armagh*	F,I,L,P,R
Owen Flanders, *Suffolk*	J,L,N,O,S
Richard Kelly, *Yorkshire*	B,G,L,O,Q
Simon Johanssen, *Sweden*	A,E,L,N,P,R
Richard Jenkins, *Scotland*	B,C,H,K,L,R
Mark Poulter, *Warrington*	C,H,J,L,N,S

Gather round, ladies – the Doctor is in town...





Dr Kitts,
I can't find the Mirror Shield in *Majora's Mask*. It's really getting on my nerves – please tell me where it is.
Lewis Macleod, via email

Dr Kitts wields a broadsword and screams, "There can be only one!"
Lewis, Lewis. It's nestling in the tunnels below Ikana Canyon which you access via the disused well. Find the spirit that needs a bottled Poe – when you give it to him you can pass through into a room with four unlit torches. Light them with your Fire Arrows and a chest containing the Mirror Shield will appear. It's that simple.

Dr Kitts,
On Elektra's mansion in *TWINE* I can do almost everything, but I don't know what to do when Davidov comes. Please help!
Rory McGovern, Killiney

Dr Kitts pads stealthily out of his bedroom, wearing kitten slippers.
Once you've seen the short cut-scene where Davidov walks down the path, you'll have to be very quick and head inside the building. Go right and use the phone tap. Right beside that telephone are some papers which you need to photograph. Now, leave the building and find the car immediately outside. Go up to the back of it and press B to clamber inside and that'll be your mission completed. Next!

Dr Kitts,
I've unlocked two of the secret characters in *Super Smash Bros*, but I can't seem to get hold of Luigi. How do you unlock him?
Lee Bailey, Lincoln

Dr Kitts concentrates and glows purple with crackling energy.
Oh, it's like that, is it? Well, here's a list of all four of the secret characters and how to get them...
Captain Falcon: *beat the game on any difficulty in less than 20 minutes, then beat Falcon when he challenges you.*
Jigglypuff: *simply fight your way through the whole game and you'll face off against this deadly 'mon. Beat him and he's yours.*



Luigi: *complete Bonus Practice 1 with at least the eight main characters. Luigi will come out for a fight – beat 'im to win 'im.*
Ness: *beat the game on normal difficulty with the number of lives set to three. Don't use any continues or it won't work.*

Dr Kitts,
In *Turok 3* how do you destroy the Xiphias? I've been stuck for two weeks now.
Ray Dixon, via email

Dr Kitts coolly slips another slug into the chamber.
For the first part of the battle you have to shoot this bad boy in his open eye – strafing is essential here if you don't want to die, and the Tek Bow should come in pretty handy. If a tentacle is about to whizz out at you, shoot it to send it back pronto. When the eye explodes, immediately head to where the sub is suspended, as it's a good place to hide. Climb up and hit the button, which will see him off. Next, swim down into the tunnel, and the second chapter is complete. Sounds so simple...

Dr Kitts,
In *Perfect Dark*, how do you find the third bit of experimental technology on Datadyne Research: Investigation, Perfect Agent difficulty?
Michel Diderich, via email

Dr Kitts growls like a tiger and bares inch-long fangs.
Michel, mon ami, the advanced shield technology is in a different place from all the other bits. When you've passed through the security door into the area before the sentry guns, turn left. Head through the door there and keep going forward until you see a table. Lying on this is what looks like a shield. Pick that up and your mission objective is complete.



Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

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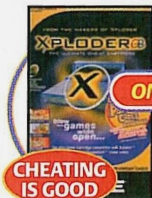
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Unless you take pleasure in getting beaten up on trains you'll want to think of your fellow traveler and wear these headphones - allowing you to hear the game in stereo.

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Game Boy Xploder

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Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

We reviewed some of the games in Directory over FOUR years ago. So, while they might have deserved their mark back then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now, rated out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

BANJO-TUNEY

83% 4 — Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)





Tour the globe with your trusty musical instrument, banjo-duelling against the most talented players in a range of locations, from Deep South porches to spots on daytime TV. Beat them all and you'll get the chance to take your talent to Japan… Fancy a jam with Shigsy?



TOP TIP *On the main menu screen, play the tune from 'When I'm Cleaning Windows' with the C-buttons to open a George Formby-themed ukulele-twanging sub-game.*

This panel includes handy info, like whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA: OCARINA OF TIME 98%
2 PERFECT DARK 96%
2 MARIO 64 96%
2 ZELDA: MAJORA'S MASK 96%
5 TUROK 2 95%

UK Game releases

40 WINKS
71% 3 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING
89% 4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK





It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.



TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE
31% 1 — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT
58% 1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE
10% 0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL
84% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000
80% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS
68% 3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES
76% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES
67% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64
53% 2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI
67% 2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE
92% 5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA





Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATMAN OF THE FUTURE
16% 1 — Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

BATTLETANX
74% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT
81% 4 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE
73% 3 — Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING
81% 4 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% 3 — GT • £40 • 1/2 players • rumble pak • on cart • Issue 20 • JA

Looks excellent but shallow gameplay.

BLAST CORPS

88% 5 — Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS





One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000

28% 1 — Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

About as bad as the movie. Purchase at your peril.

BODY HARVEST

91% 5 — Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW





Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% 1 — Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% 2 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE

70% 2 — Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% 4 — Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3

82% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% 0 — SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% 4 — Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS

75% 3 — Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS

67% 3 — Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST

70% 2 — Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2

55% 1 — Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% 3 — Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% 3 — GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓

24% 0 — Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER

75% 3 — Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA

24% 0 — Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD

38% 0 — Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF

72% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA

67% 3 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT

69% 1 — Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY

65% 3 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING

90% 4 — Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA





A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN

35% 1 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONALD DUCK QUACK ATTACK

69% 2 — Ubi Soft • £40 • 1 player • controller pak • expansion pak • Issue 49 • GE

Simple platformer executed reasonably well. Er, and that's about it.

DONKEY KONG 64

93% 5 — Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG





It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64

77% 2 — GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...



1. CARMAGEDDON 8%
2. MK MYTHOLOGIES 9%
2. POWER RANGERS 9%
4. AERO GAUGE 10%
5. SUPERMAN 14%



GO! GO!

WINNER!

Morten Tronstad from Norway refuses to pick on someone his own size, as this list of his five favourite battles with gargantuan bosses testifies. A copy of Rush 2049 is on its way.

1 MIZAR (JET FORCE GEMINI)

2 GANON (ZELDA)

3 KING K. ROOL (DK64)

4 GRUNTILDA (BANJO-KAZOOIE)

5 WIZPIG (DIDDY KONG RACING)

DUAL HEROES
50% 0 Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS
75% 3 Infogrames ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 47 ● MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

DUKE NUKEM 64
85% 4 GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR
90% 4 GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D
68% 3 Virgin ● £40 ● 1 players ● controller pak ● rumble pak ● Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION
80% 3 Acclaim ● £40 ● 1-4 players ● controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64
90% 5 Nintendo ● £45 ● 1-4 players ● controller pak ● rumble pak ● Issue 43 ● MG

Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.

TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G
87% 2 Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW

Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)
85% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB

XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP
72% 3 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 47 ● MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION
71% 1 Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP
93% 5 Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2
72% 3 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64
39% 0 EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98
83% 2 EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99
83% 4 EA ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY
86% 4 Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB

Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE
26% 1 Crave ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON
73% 2 Interplay ● £40 ● 1/2 players controller pak ● rumble pak Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN
87% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK

A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X
91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP

The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!
47% 1 Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS
81% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO
22% 0 Crave ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO
59% 1 GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER
83% 4 Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2
69% 3 Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 — Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW




Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HERCULES THE LEGENDARY JOURNEYS

66% 2 — Titus ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 48 ● AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN

69% 1 — Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 — Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.



HOT WHEELS

61% 3 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4 — Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 — Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 39 ● JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 1 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 — Take 2 ● £40 ● 1 player ● rumble pak ● on cart ● Issue 34 ● JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000

86% 4 — Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.

TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 — Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 46 ● MK




Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.

TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 4 — Konami ● £30 ● 1-4 players ● controller pak ● Issue 3 ● TW




An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 — Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK




Enhanced and updated and, now more than ever, the finest football game in the world.

TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 — Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 34 ● MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 — Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 45 ● AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3 — EA ● £30 ● 1/2 players ● controller pak ● rumble pak ● Issue 35 ● TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 — Nintendo ● £30 ● 1-4 players ● on cart ● rumble pak ● Issue 24 ● JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA OCARINA OF TIME

98% 5 — Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB



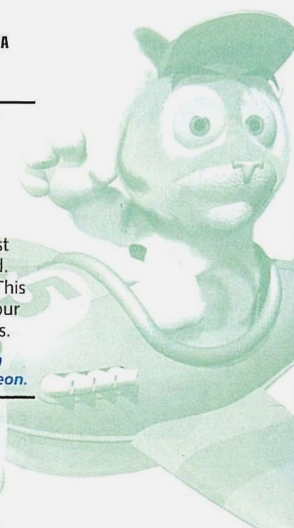

Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LIP SLUGS!

*After the recent appearance of facial hair upon the chin of **N64**'s very own Greener, the time is ripe for this list of the N64's five most majestic moustaches. Sent by anonymous.*

1. MARIO
2. WARIO
3. ZUKOVSKY
4. LUIGI
5. ODDJOB



GO! GO!

BOX CLEVER!

Are videogames art? Robbie Booth from Bristol believes that the pictures that decorate N64 boxes are worthy of the Tate – here are his five most eye-pleasing examples.



LEGEND OF ZELDA MAJORA'S MASK

96% 5

Nintendo ● £40 ● 1 player ● rumble pak ● expansion pak ● on cart ● Issue 49 ● MG




Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.



Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!

LEGO RACERS

70% 3

Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3

Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5

Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.



Achieve gold on all levels for the four-player Tank and Expert modes.

MACE: THE DARK AGE

81% 3

GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 3

EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

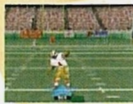


Madden super team: at the create player screen type AT(space)Madden.

MADDEN NFL '99

88% 5

EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK

This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.



Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.

MAGICAL TETRIS CHALLENGE

51% 2

Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5

Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● GB pak ● Issue 34 ● MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.



Get all 108 birdie badges and play as Terminator Mario.

MARIO KART 64

91% 5

Nintendo ● £30 ● 1-4 players controller pak ● on cart ● Issue 4 ● JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.



Accelerate just before the light turns green for a super-fast start.

MARIO PARTY

85% 4

Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● Issue 27 ● JN




Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.



Eternal Star: complete all boards, earn 100 stars and visit the bank.

MARIO PARTY 2

87% 4

Nintendo ● £45 ● 1-4 players rumble pak ● on cart ● Issue 42 ● MG




Not much fun on your own, but find three friends and your in for one hell of a party.



Press L while on a board to hear your character cheer.

MARIO TENNIS

91% 5

Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● transfer pak ● Issue 47 ● MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!



Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.

MICHAEL OWEN'S WLS 2000

84% 4

THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICKEY'S SPEEDWAY USA

80% 4

Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 50 ● MG

Mario Kart clone that's short on innovation, but long on thrills.

MICRO MACHINES 64 TURBO

86% 4

Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB




Classic multiplayer action for up to eight miniature racing fans sharing four controllers.



Don't take the shortcuts. Try to veer off the track and you blow up.

MILO'S ASTRO LANES

38% 0

Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4

Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB




It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.



Check out our extensive guide in N64/12. You won't regret it. Nosiree.

MISSION: IMPOSSIBLE

75% 3

Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0

GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 4

Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB




Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.



Remember to use your brakes on the corners!

MONSTER TRUCK MADNESS

66% 2

Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 4

GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 1

GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 2

Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.



MYSTICAL NINJA
90% 4 — Konami • £50 • 1 player • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS
32% 1 — Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99
59% 1 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE
90% 4 — Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK




Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME
52% 1 — GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000
69% 3 — Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99
83% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000
80% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99
64% 2 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000
65% 3 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98
71% 2 — Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

NBA PRO '99
52% 2 — Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

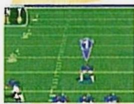
NFL BLITZ
87% 4 — GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK




Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98
86% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99
90% 5 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000
60% 2 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.

NHL '99
74% 4 — EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY
62% 2 — Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99
64% 2 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99
52% 2 — Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE
82% 4 — THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY
60% 1 — GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK
83% 4 — Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY
62% 2 — Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS
58% 2 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK
96% 5 — Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK

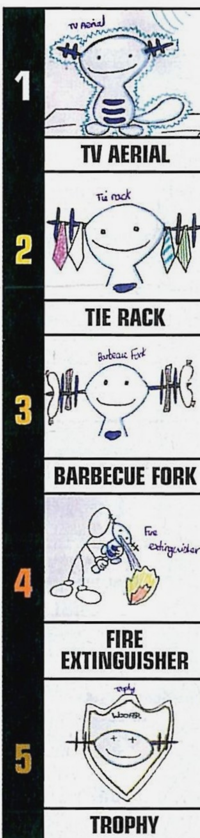



Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

WOOP!

Poor Wooper. First, an appalling name change for the English-language version of Pokémon G/S. Now, Stephen Wilson from Berkshire's five favourite 'alternative uses' for him. Bless.





GO! GO!

TICKLED PINK!

For no apparent reason, Chris Lucas from Hertfordshire has singled out his five favourite pink-coloured N64 characters for special attention. There really is no accounting for taste.

1 PEACH (MARIO PARTY)

2 KIRBY (SMASH BROS)

3 NANCY (SNOWBOARD KIDS)

4 PINK YOSHI (YOSHI'S STORY)

5 CHANSEY (POKÉMON STADIUM)

PGA EUROPEAN TOUR GOLF

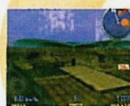
80% 4 Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5 Nintendo • £20 • 1 player • on cart • Issue 1 • TW





A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The four Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON PUZZLE LEAGUE

89% 5 Nintendo • £40 • 1/2 players • on cart • Issue 52 • GE





Top-notch tile-matching with those loveable monsters, and the best puzzling to be had on the N64.

TOP TIP *Press L, R and Z on both controllers to unlock all the trainers in 2P Vs mode.*

POKÉMON SNAP

80% 4 Nintendo • £45 • 1 player • on cart • Issue 45 • MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM

90% 5 Nintendo • £50 • 1-4 players • rumble pak • on cart • includes transfer pak • Issue 41 • MG





Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

POWER RANGERS LIGHTSPEED RESCUE

9% 0 THQ • £40 • 1/2 players • controller pak • Issue 52 • MG

Constipated puppet-men jerking their way around barren Lego-built cities. Dire.

PREMIER MANAGER 64

82% 4 Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 3 GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG





The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S3??? as a password.*

RAINBOW SIX

87% 4 Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW





Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4 Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 1 GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 3 Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG





Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

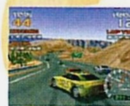
73% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average racing game.

RIDGE RACER 64

91% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 40 • MG





Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64

68% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

ROBOTRON 64

75% 2 GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB





The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts • £50 • 1 player • on cart • rumble pak • expansion pak • Issue 25 • TW





Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS IN PARIS

67% 3 THQ • £40 • 1-4 players • controller pak • Issue 51 • AM

A sparse but relatively enjoyable collection of cartoony minigames for the kids.

RUGRATS TREASURE HUNT

48% 1 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 — GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 — GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tons of explosions.

SAN FRANCISCO RUSH 2049

91% 4 — Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 48 ● GE





Super-fast, car-flipping futuristic racer with countless hours of exploration in it.

TOP TIP *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!*

SCARS

79% 3 — Ubi Soft ● £40 ● 4players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% 2 — Kemco ● £40 ● 1 player ● rumble pak controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 — Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB





Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 — Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 — Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK





The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA





Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first-person shooter.

SOUTH PARK CHEF'S LUV SHACK

83% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Genuinely amusing *Mario Party* rip-off..

SOUTH PARK RALLY

88% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● MG





Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo ● £50 ● 1/2 players rumble pak ● on cart ● expansion pak ● Issue 30 ● MK





Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 39 ● JB

More-than-passable bike sim.

SUPERMAN

14% 0 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 31 ● TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 — Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN





Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 36 ● MG





Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 1 — Infogrames ● £40 ● 1 player ● on cart ● Issue 43 ● AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

69% 3 — Nintendo ● £20 ● 1/2 players ● controller pak ● Issue 13 ● SJ

Confusing, complicated and frustrating.

'TENDO TALENT!

According to The Person With No Name from Newcastle-upon-Tyne, Nintendo wouldn't have graduated beyond churning out packs of playing cards without these 'dudes'.

1. FUSIJIRO YAMAUCHI
2. HIROSHI YAMAUCHI
3. SHIGERU MIYAMOTO
4. MINORU ARAKAWA
5. HOWARD LINCOLN

GO! GO!

Club 64 DIRECTORY readers' top five

Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. The more creative and entertaining, the better!

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, **N64** Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

My top five.......................................
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name..........................
Address..........................
....
....
....
Postcode..........................
Game wanted..........................

CITYLINK!

The shoes of Robin Moss from Middlesex obviously weren't made for walking. He's picked his favourite five methods of travel in Zelda: Majora's Mask. What, no Song of Soaring?

1 SPIKY GORON ROLL
2 ZORA SWIM
3 HOOKSHOT
4 EPONA
5 DEKU FLOWER



THE NEW TETRIS
88% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK

At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.

TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

THE WORLD IS NOT ENOUGH
88% 4 — EA/Eurocom • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 49 • MG

Great Bond shooter: the true successor to *GoldenEye*. But niggly in places, and pales in comparison to *PD*.

TOP TIP *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

TIGGER'S HUNNY HUNT
36% 1 — Ubi Soft • £40 • 1 player • on cart • Issue 51 • GE

Another tiresome Disney-themed platformer that even youngsters will loathe. Pooh.

TOM & JERRY: FISTS OF FURRY
35% 2 — Ubi Soft • £40 • 1/2 players • rumble pak • on cart • Issue 49 • GE

Duff cartoon scrapper. Without a four-player mode! Pants.

TONIC TROUBLE
55% 2 — Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING
86% 4 — Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK

Very playable skateboard sim with the emphasis on tremendous stuntwork.

TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE
79% 3 — Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY
86% 4 — Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2
90% 5 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB

Brilliant rally game with arcade handling. There's even a random track generator.

TOP TIP *Stick with your chosen team for as long as you can to get the best possible upgrades.*

TOY STORY 2
71% 3 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER
91% 4 — Acclaim • £30 • 1 player • controller pak • Issue 1 • TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL
95% 5 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW

A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION
82% 3 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS
87% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG

The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE
60% 2 — Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8
74% 3 — Activision • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE
69% 3 — Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64
77% 4 — Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

V-RALLY 99
90% 5 — Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA

Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF
49% 1 — Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS
46% 0 — GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64
90% 5 — Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN

Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.

TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY
75% 3 — GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98
70% 3 — GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% ★3 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% ★3 — THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% ★2 — THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% ★3 — Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% ★5 — Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Airbraking on gentle bends can flip you: save it for the tightest turns.*

WORLD CUP '98

73% ★2 — EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% ★5 — Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB




It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See N64/34 for more.*

WORMS ARMAGEDDON

85% ★4 — Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK




A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% ★4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.

WWF NO MERCY

92% ★5 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● transfer pak ● Issue 49 ● AM




A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.



The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.

WWF WARZONE

85% ★4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK




A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.



On the character biog, push down on the analogue to select other outfits.

WWF WRESTLEMANIA 2000

90% ★5 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH




The best wrestling game yet. Playable, comprehensive and a mighty good larf too!



When you pick up a weapon, slide back into the ring to keep it.

XENA WARRIOR PRINCESS

81% ★4 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% ★5 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



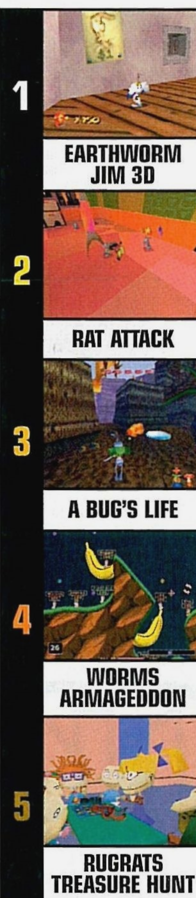
White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.

Import releases
(not yet released in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81%	4
ARMY MEN: AIR COMBAT	3DO ● 1-4 players ● Issue 46 ● AM	83%	3
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52%	3
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO-Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	1
CRUIS'N EXOTICA	Midway ● 1 player ● Issue 50 ● GE	43%	2
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	2
DORAEMON 3	Epoch ● 1-4 players ● Issue 46 ● AM	54%	2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85%	4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Int. ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	2
GLORY OF ST ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	2
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
HEY YOU, PIKACHU!	Nintendo ● 1 player ● Issue 50 ● GE	56%	2
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4

LOWLIFE!

Heroic humans and anodyne animals aren't the only creatures that find their way into N64 games. Insects have crawled into the odd title, too, as Simon Wilson from Northants demonstrates.



GO! GO!

KING OF PRO BASEBALL 68% ★1
Imagineer ● 1-4 players ● Issue 1 ● TW

KIRATTO KAIKETSU 60% ★2
Imagineer ● 1-4 players ● Issue 25 ● TW

LAST LEGION UX 60% ★3
Hudson ● 1/2 players ● Issue 32 ● MK

LEGEND OF THE RIVER KING 56% ★3
Natsume ● 1 player ● Issue 26 ● JB

LET'S SMASH 67% ★3
Hudson ● 1-4 players ● Issue 23 ● TW

MAH JONG 64 65% ★1
Koei ● 1-4 players ● Issue 3 ● JD

MAH JONG MASTER 69% ★2
Konami ● 1-4 players ● Issue 1 ● WO

MAJOR LEAGUE BASEBALL 74% ★4
Nintendo ● 1-4 players ● Issue 18 ● MK

MARIO PARTY 3 74% ★3
Nintendo ● 1-4 players ● Issue 52 ● MG

MARIO STORY 85% ★4
Nintendo ● 1 player ● Issue 47 ● AM

MIDWAY'S GREATEST ARCADE HITS 71% ★3
Midway ● 1/2 players ● Issue 50 ● MG

MS PAC-MAN MAZE MADNESS 72% ★3
Namco ● 1-4 players ● Issue 48 ● MG

NAMCO MUSEUM 70% ★3
Namco ● 1/2 players ● Issue 44 ● MG

NBA COURTSIDE 2 87% ★4
Nintendo ● 1-4 players ● Issue 44 ● MK

NEON GENESIS EVANGELION 61% ★3
Bandai ● 1 player ● Issue 35 ● JB

NFL BLITZ 2001 78% ★4
Midway ● 1-4 players ● Issue 51 ● AM

NIGHTMARE CREATURES 57% ★1
Activision ● 1 player ● Issue 25 ● MK

OGRE BATTLE 64 87% ★4
Atlus ● 1 player ● Issue 50 ● MK

PACHINKO WORLD 64 12% ★1
Hewia ● 1 player ● Issue 13 ● TW

PIKACHU GENKI DECHU 75% ★3
Nintendo ● 1 player ● Issue 25 ● ME

POKÉMON STADIUM 2 75% ★3
Nintendo ● 1 player ● Issue 25 ● ME

POKÉMON STADIUM G/S 90% ★5
Nintendo ● 1-4 players ● Issue 52 ● GE

POWER LEAGUE 64 42% ★0
Hudson ● 1/2 players ● Issue 7 ● JA

POWER PRO BASEBALL 4 54% ★2
Konami ● 1/2 players ● Issue 3 ● TW

POWER PRO BASEBALL 5 78% ★3
Konami ● 1/2 players ● Issue 17 ● MK

PUYO PUYO SUN 64 80% ★3
Compile ● 1/2 players ● Issue 10 ● ZN

RALLY CHALLENGE 2000 61% ★3
Southpeak ● 1/2 players ● Issue 45 ● MG

READY 2 RUMBLE ROUND 2 76% ★3
Midway ● 1/2 players ● Issue 50 ● AM

SCOOBY DOO CLASSIC CREEP CAPERS 23% ★1
THQ ● 1 player ● Issue 51 ● MG

SIM CITY 2000 83% ★3
Imagineer ● 1 player ● Issue 13 ● JP

SIN AND PUNISHMENT 89% ★5
Nintendo ● 1/2 players ● Issue 51 ● MG

SNOWBOARD KIDS 2 80% ★4
Atlus ● 1-4 players ● Issue 28 ● JA

SNOW SPEEDER 71% ★3
Imagineer ● 1/2 players ● Issue 26 ● JA

SPACE INVADERS 73% ★3
Activision ● 1 player ● Issue 44 ● MG

SPIDER-MAN 78% ★4
Activision ● 1 player ● Issue 51 ● AM

STARCRAFT 64 78% ★3
Nintendo ● 1/2 players ● Issue 45 ● MG

STAR SOLDIER 62% ★1
Hudson ● 1 player ● Issue 19 ● MK

SUPER BOWLING 72% ★4
Athena ● 1-4 players ● Issue 30 ● MG

SUPER ROBOT SPIRITS 58% ★2
Banpresto ● 1/2 players ● Issue 20 ● MK

SUSUME! TAISEN PUZZLE DAMA 78% ★4
Konami ● 1-4 players ● Issue 15 ● TW

TAMAGOTCHI WORLD 64 79% ★4
Bandai ● 1-4 players ● Issue 12 ● JN

TETRIS 64 42% ★1
Seta ● 1-4 players ● Issue 26 ● JA

TOKON ROAD 49% ★1
Hudson ● 1-4 players ● Issue 12 ● DM

TOP GEAR HYPERBIKE 64% ★3
Kemco ● 1/2 players ● Issue 44 ● MK

TRIPLE PLAY 2000 50% ★2
EA ● 1-4 players ● Issue 29 ● MG

TRUMP WORLD 21% ★1
Bottom Up ● 1-4 players ● Issue 21 ● MG

VIRTUAL CHESS 76% ★3
Titus ● 1/2 players ● Issue 18 ● TW

WCW NITRO 42% ★1
THQ ● 1-4 players ● Issue 27 ● JP

WHEEL OF FORTUNE 17% ★0
Gametek ● 1-3 players ● Issue 11 ● TW

WONDER PROJECT J2 55% ★2
Enix ● 1 player ● Issue 1 ● WO

WELCOME TO NINTENDO UK

Your questions answered by Nintendo's newest employees.

By Mark Green

In the small town of Chertsey, just south of the heaving M25 motorway that circles London, something huge is happening. Nintendo, having recently abandoned relations with British distributor THE Games, are setting up a dedicated UK office – their first for well over a decade.

That means the UK now has *direct* links with the giant Nintendo hubs in Germany, America and Japan. Shops will find it easier to order the games and consoles they want, magazine and television adverts will become more widespread as Nintendo begin to take the UK market more seriously, and – most important of all – The Big N is directly answerable to their legions of British fans. We can take your most pressing questions direct to the employees of that sparkling new Chertsey office – concerning big issues like release dates, delays, game availability and prices – and get answers straight from the horse's mouth.

And that's exactly what we've gone and done. After tracking Nintendo UK's most important people down in the office's perplexing maze of identical corridors, we quizzed them on the subjects that matter – including exactly what the setting up of a UK office will mean for you, the Ninty-loving public. For the fascinating answers, read on...



THE BIG QUESTIONS

We put your most frequently-asked queries to the folk at Nintendo UK. Here are the results...

Q Why does the UK have to wait so long for games?



△ *Darren Gorton – not fazed by even the nastiest questions.*

◁ *The reason why we have to wait so long for games – translation.*

This is largely out of Nintendo UK's hands, as **Darren Gorton**, NUK's National Account Manager explains. "The development of a PAL version of a game is usually behind NTSC," he says. "We have to release at the same time as the rest of Europe, too – and that's decided by our bosses at Nintendo of Europe. But it's also often a question of timing. If *Majora's Mask* had missed Christmas, for example, we'd probably have delayed it right up until Easter – because we always sell more copies of games during holidays."



△ *Everyone at NUK that day was dressed smartly – except old Greener. What a berk.*

Despite all that, NUK has a reasonable amount of influence over release dates, according to **Tom Pearce**, NUK's Finance Manager: "It's never usually a case of *having* to release a game at a particular time," he states. "If we've received feedback from retailers and gamesplayers that a particular release date won't work, we can suggest the change to the German office, and they're receptive to that." Petitions, then, *can* be effective...

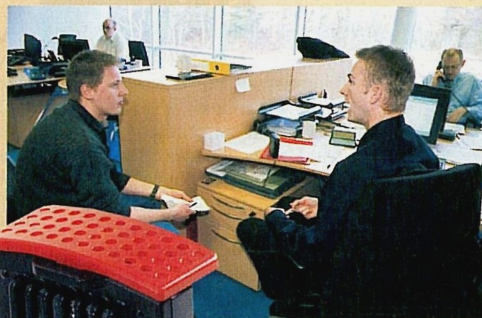
In fact, it's NUK's ambition to reduce the time-lag between territories. "We're still aiming to release Game Boy Advance at the same time as the US," urges Darren. "As long as we've built enough of a particular game or console to effectively carry out a simultaneous launch, we'll do it."

Q Why are shops running out of Nintendo product?

Since Christmas, Nintendo games, consoles and accessories – especially those pesky Expansion Paks – have been notoriously hard to come by. Darren Gorton's job is to ensure that shouldn't happen again.

"Together with Nintendo Europe, we make a decision on how many games to bring in from Japan," he tells us. "Then, using each store's sales figures to date, we work out how to divide that up between all the shops. More often that not, we have enough games, but recently, demand has outstripped our forecasts. That's been an issue for us – extra cartridges need to be built in Japan, and it can take us up to two weeks to receive them."

Now that the UK is an 'official' offshoot of Nintendo, however, extra stock is far easier to obtain, as Tom Pearce explains. "Now we're part of Nintendo, we can dip into Nintendo of Europe's chock-a-block warehouses if we need more copies of a particular title. Also, I've now got access to sales figures from other European countries and America – so I've got a much better guide to how well we're likely to do with a particular product, and how many copies we should send out."



△ *Mr Philip Stevens chats to us in depth about Pokémon Gold/Silver.*

◁ *The Expansion Pak should be back in the shops right about now. Bonzer!*



◁ *Philip's in charge of all the dummy boxes on shop shelves.*

This is an old release schedule, so ignore any dates you can see. ▷

◁ *Chart-Track's figures give shops an idea of their performance.*

Q When is a proper Nintendo UK website planned?

Sadly, a specific UK website isn't in the works. But you should soon be able to access a more localised Nintendo home page that'll rival the excellent Nintendo of America site. "Nintendo of Germany have appointed someone to deal with the European website," says **James Honeywell**, NUK's Product Executive. "He's just started, so a much improved European web page should soon be kicking off." Point your browser at www.nintendo.co.uk to check if he's right.

Nintendo of Europe's site should soon be looking as good as... ▷

...Nintendo of America's own. Great news, that. ▷



△ *These factsheets are sent to your local shops so they can write up catalogues and the like.*

GO! GO!

Q Will games ever be getting cheaper?



△ *Fuel for our Bargain Hunters section should be plentiful soon.*



△ *If you're a major chainstore, you'll be hearing plenty from this man, Tom Pearce. Lovely chap.*

Again, Ninty are pleading innocence. "Here's how it works," says Tom Pearce. "We give retailers a cost price – how much it'll cost them to buy each game. It's entirely their decision how much profit they want to make on top. The high street's a competitive place, so you'll occasionally see a discounting price war – but there's never a desire to stitch the customer up."

While that doesn't really answer the question, it's likely bargains will be easier to locate in future. "We're restricting ourselves to the big, up-to-date games from now on," explains Tom. "Once a title's dropped off in popularity terms, we'll stop dealing with it – and that means shops are free to do whatever they like with the remaining copies. That's why you'll find games like the original *F1WGP* in Woolworths for £9.99 at the moment."

Hopefully, too, the fact that NUK's concentrating on best-selling games means shops will be more inclined to lop off a pound or two, knowing that titles like *Banjo-Tooie* and *Mario Party 3* will 'do the business'.



◁ *F1 World Grand Prix for just £9.99? Thank Nintendo UK.*



◁ *Quake II rocket-jumped to the top of the charts after being discounted heavily in shops like HMV.*

Q How much life has the N64 got left in it?



Plenty. Andy Yates believes that "there's a great deal of excitement surrounding GBA and Gamecube – but that excitement extends to N64 and GBC, too, where exciting new games like *Pokémon* make everything feel very fresh and very new."

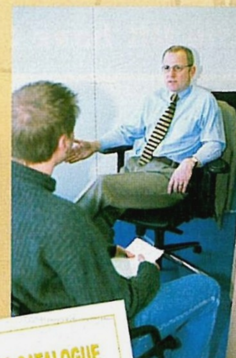
Darren Gorton is confident, too. "My proudest moment," he says, "has been seeing the N64 last so long. Plenty of people have questioned its longevity, but we're still arguably selling as many copies of big games as we would have done when the N64 was first launched. That'll continue this year – we've got a loyal base of console owners, and we've got plenty of great games for them in 2001."



If Andy Yates has faith in the N64, then you should have, too. ▷

◁ *With companies like THQ still committed to the N64, there's a long life ahead of our chunky plastic console yet. So say Nintendo UK.*

Q Who's making sure shops keep N64 shelf space at a maximum?



◁ *The slightly unnerving Andy Yates helps shops maximise shelf space.*

Nintendo UK's method of dealing with your local shop is slightly different from THE's, which means retailers will be more inclined to stock Nintendo. **Andy Yates**, the company's Trade Marketing Controller, explains.

"In the past, retailers were forced to deal with THE directly. Now, they can either buy stuff directly from us, or choose to go through one of many warehouses across the UK that we'll be supplying product to. So, it'll be easier for shops to fill up on N64 and GB product – and because we're not setting fixed Recommended Retail Prices, shops are able to sensibly discount prices as they see fit. So far, the feedback from shop managers has been positive."



△ *A big catalogue chock-full of Pokémon goodies. Yep.*

As for shelf space, NUK's Trade Marketing Manager, **Philip Stevens**, is charged with ensuring Nintendo a major presence in your local shop. "I look after all the big chains, like Woolworths and Dixons," he says. "Nintendo of Europe supply us with a huge catalogue of display units, dummy boxes and posters. We then hold discussions with the head offices of chain stores, and work out how each of their shops should publicise N64 and Game Boy games. It's in their best interest to maximise sales by giving our games a prominent position."

Philip also deals with shop-specific events. "If they want Meowth to turn up for the launch of *Pokémon Gold/Silver*, that's my department."

See – shops haven't left the N64 behind. ▷



Expect plenty of big Nintendo events throughout 2001. ▽



THE BIG INTERVIEW

Shelly Friend, Nintendo of Europe's Head of PR, faces the big issues.



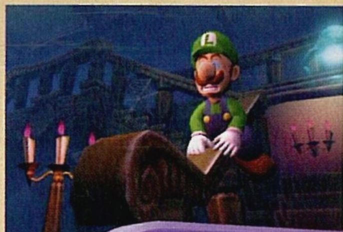
◁ *Shelly Friend: a rare lady who didn't flee screaming when talked to by Mark.*

Q Shops have experienced a real lack of N64 games and consoles post-Christmas. What's going on?
We had such a great Christmas that we were low on N64 stock at the end of last year – but this has now been replenished. We've also got a great N64 line-up this year with Pokémon Puzzle League *in March, Rare's* Banjo-Tooie *out in April and* Excitebike *in June. The second half of the year will see* Kirby 64, Paper Mario, Mario Party 3 *and* Pokémon Stadium 2 *all appearing for the N64.*



△ *As the year's end approaches, expect to see much more of Link...*

▽ *...and Luigi, too. Gamecube might yet make the end of 2001 here.*



Q Will Game Boy Advance's simultaneous US/UK launch mean that release dates for all consoles and games will be brought closer to our foreign cousins in future?
Simultaneous launch has been talked about, but as yet remains unconfirmed. We are always working towards bringing the US and European release dates closer together, and will continue to do so.

Q How would you like to change the British public's current perception of Nintendo?
We're lucky in that we have a very loyal fan-base who love playing great games. That's what Nintendo stands for, and that's what we're recognised for. We wouldn't want to change that perception – we'd just like more people to share it.

Q Nintendo of America expect to spend anything up to $400 million marketing GBA and Gamecube. When will Europe's marketing begin, and how much is being set aside for it?
GBA and Gamecube will be one of our biggest marketing campaigns ever and you will start to see our activity very soon.

Q NUK is forecasting that 250,000 Game Boy Advances will be sold this year, but no Gamecubes. Does this mean a 2002 launch for GC is all but definite?
We're actually forecasting to sell 750,000 Game Boy Advances by the end of the year. We have not yet announced the European launch date for Gamecube, therefore we have not yet announced our forecasts.



◁ *Find out GBA's UK release date over on page 8.*

Q The N64 experienced a real renaissance thanks to *Pokémon Stadium*. So will Nintendo use GBA's inevitable success, coupled with the link-up capabilities with Gamecube, as the marketing focus of GC?
The great thing about GBA and Gamecube is that they work together in a unique way that no other console can. GBA is a revolution in handheld gaming, and the link to Gamecube will be a revolution in videogames.

The ability to download data from one console to the other and carry on gaming is a brilliant proposition that no one else in the games market can deliver, and something that we believe gamers will love. We will of course be focusing on this in our marketing activity.

Q What do you see as the biggest pitfalls for the launch of Gamecube?
That the world is not ready for such a great product!

Q What have you learned from Sega's troubles?
We have always been focused on creating great games and will continue to be focused on this, despite what else is happening in the market.

Q Japan is focusing on GBA over Gamecube, America is exploring the 'mature games' angle – do you see the marketing in the three major territories becoming more disparate?
Not at all. Nintendo is all about providing great games and that is the same message you will see in all Nintendo's activity in Japan, America and Europe. It's simple – we provide great games for people who love games.



△ *Shelly's already got her hands on this console – hence her beaming smile.*

Q You visited the Nuremberg Toy Fair, where GBA was recently shown to the trade – how are the handheld and its games shaping up?
They're looking great. I particularly love Mario Kart Advance *and* Kurukuru Kururin *– although I'm not very good at it yet. Game Boy Advance really is going to deliver a revolution in handheld gaming.*

Q What's the mood at NUK as you face the next 12 months of new games and new consoles?
We're really excited. We've got two new consoles on the way and a great games line-up for N64 and Game Boy. This is going to be a very big year for Nintendo.

Q Finally, Gamecube and GBA – when are they out, and how much will they cost?
Be patient. You'll find out soon.



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Dear N64 Magazine,

Hi folks! We noticed you guys make ... we give you a load of information ... them in your magazine? Pl... ...ut could we maybe send yo... you free stuff!



Hi, my name is Paulo Sanchez Sanchez Eth Eth Rodriguez Javier. I am good game boy, no? All you ladeez need me treat you right, no? Make line nearby my house I see you all soon. Bring spreadably food please!

Dear Dr Kitts

I've bought a copy of Mario 64 and I can see a picture of some fellow with a moustache. It says something about pressing a 'start' button at the bottom of the screen. I don't know what to do next – please ~~help~~ help!!

A. Dunce,
Dumbleton

Dear Ed,

I've been watching you, you know. Right from the beginning in issue one. I bet you're wondering what happened to Jonathan Davies, eh? I know. I've been following you all home after work – Bath is such a lovely city, don't you think? Especially at night. Anyway, I just wanted to let you know that if you say anything I don't like, there'll be trouble. Oh, yes, just you wait. I love you.

Keep up the good work!

A friend
X

Dear N64,

I have a bone to pick with you! I sat down after Christmas lunch with my new Zelda cart. What a great game! Anyway, I decided to have a go at getting hold of the fire arrows. After several smashes with my dad's hammer, they still hadn't appeared. So I went on the internet and it said you should heat up the cartridge. Fifteen minutes in the crackling log fire later and nothing had happened! I did get a weird smell, though. When I loaded the game again, the melted plastic fused with my N64, inseparably damaging both! I am therefore writing to demand instant compensation from you for a ruined Christmas!

D Puck, Wolverhampton

Nintendo

21-02-01

Shigeru Miyamot...
Nintendo Jap...
Kyo...
Jap...

Hello guys,

Love the magazine. In fact, I was reading issue 52 when I came across James Door's Dream On idea for *Mario's Enemie*... love it! It'll teach that pesky Mario fella a lesson or tw...



Tattygames
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...4 Magazine,

...writing to congratulate you on your wonderfully perceptive review of ... title "Mister Poo Likes Precision Jumping 64". Until the game's ... thought we were onto a real winner!

... surprise when we opened our copy of your esteemed publication, ... that the result of o... precious labours is absolute steaming pap! ...ly slapped our ... 's when we found out we'd neglected to ... It was no... you mentioned that analogue control ... game off the shelves

'Twas farrish, and the middling greebs did wamb and fingle here and yon,
A jinguration came to me, as on a nestling huntingdon.
Ah ha! 'Tis Team 64 I see upon great furry horsitudes,
The beauteous Andrea at lead, with Mighty Stick in great hand held.
O Andrea! O Andrea! Thou editor of toothpaste hair!
I wouldst that thou might come to me,
And play PD 'til morn does come.
This is the end of my fair pome,
It was not very good.
But if this does not get Star Letter,
I'll kill you all, right dead and good.

W Shakespeare, Stratford

Game on!

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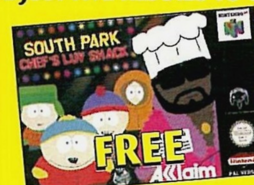
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Mario Party 2
Mario Tennis
Mario Golf
Micro Machines
Mischief Makers
Mortal Kombat Trilogy
Mortal Kombat 4
Mace: The Dark Ages
Magical Tetris Challenge
Monster Truck Madness 64
Mystical Ninja 2
Mystical Ninja
Multi-Racing Championship
Madden 64
Madden NFL '99
Major League Baseball
Monopoly
Mortal Kombat: Sub Zero
Mike Piazza's Strike Zone
Milo's Astro Lanes
Mickey's Speedway USA

N - 14
No Mercy (WWF)
NBA Live 99
Nuclear Strike 64
NBA Jam 99
Nagano Winter Olymp. 98
NBA Hangtime
NBA Courtside
NHL Breakaway
NHL 99
NFL Quarterback 98
NFL Q'terback Club 2000
Nagano Olympic Hockey
NBA Live 2000
Nascar Racing 99
NBA Zone 98
New Tetris
NFL Blitz
NFL Blitz 2000
NFL Quarterback Club 99
NHL Breakaway 99
Nightmare Creatures

O - 15
Operation Winback
Ocarina Of Time: Zelda
Olympic Hockey (Nagano)
Off-Road Challenge

P - 16
Pokemon Snap
Pokemon Stadium
Perfect Dark
Premier Manager 64
Pilot Wings
Paper Boy
Penny Racers
Powerful World Soccer 3
Perfect Striker
Pro Baseball King
Puyo Puyo Sun 64

Q - 17
Quake 2
Quake 64
Quest 64

R - 18
Rainbow 6
Roadsters
Resident Evil 2
Rayman 2
Ridge Racer 64
Revolt
Rush 2 Extreme Racing USA
Rugrats: Scavenger Hunt
Ready 2 Rumble Boxing
Rakuga Kids
Revenge (WCW)
Rampage Universal Tour
Rampage World Tour
Racer (Star Wars)
Rage Wars (Turok 3)
Robotron 64
Rogue Squadron
Rush 2049

S - 19
Super Smash Brothers
Star Wars: Rogue Squadron
Super Mario
Shadows of the Empire
Shadowman
South Park
Star Wars: Racer
South Park Rally
Snowboard Kids
Space Station: Silicon Valley
Supercross 2000
Super Robot Spirits
San Francisco Rush
Superman
Star Soldier
Star Fox/Lylat Wars
SCARS 4
Star Wars: Battle for Naboo
Starcraft 64
Shadowgate 64
SimCity 2000
Snowboard Kids 2

T - 20
The World is not Enough
1080 Snowboarding
Turok 2
Turok: Shadow of Oblivion
Turok: Dinosaur Hunter
Turok: Rage Wars
Tony Hawk's
Toy Story 2
Tonic Trouble
Top Gear Overdrive
Tarzan
Twisted Edge Snowboarding
Top Gear Rally
Top Gear Rally 2
Tetrisphere
Trials of the Four Towers
Triple Play 2000

U - 21
Universal Tour (Rampage)

V - 22
V-Rally 99 Edition
Vigilante 8 - 2nd Offense
Vigilante 8
Virtual Pool 64
Virtual Chess 64

W - 23
WWF No Mercy
WWF WrestleMania 2000
WCW vs NWO Revenge
WWF War Zone
WWF Attitude
World Cup 98
Winback: Covert Operations
WCW Nitro
World Driver Championship
WCW Mayhem
Wave Race
Wipeout 64
WCW vs NWO World Tour
World Is Not Enough
Waialae Country Club
War Gods
Wayne Gretzky's 3D Hockey
W. Gretzky's 3D Hockey 98
Wetrix
World Tour (Rampage)

X - 24
XG2
Xena Warrior Princess

Y - 25
Yoshi's Story

Z - 26
Zelda
Zelda: Majora's Mask
Zero Hour (Duke Nukem)

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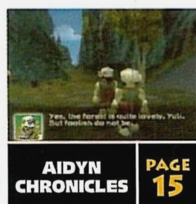
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